DC
COPS
CENTRAL ORGANIZATION OF POLICE SPECIALISTS
10
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CAN $1.25
UK 50p
APPROVED BY THE COMICS CODE AUTHORITY
HOLD IT, LAWBREAKER--
--YOU'RE UNDER ARREST!
COPS 641
MOVIBES, DR.
Good
BY MOENCH, BRODERICK & MARCOS
PAT BRODERICK

Campbell's Can-Do Puzzle Page

Something fun to do for all kinds of Campbell's Kids.™

What kind of Campbell's Kid™ are you?

1. Are you a tricky kid?

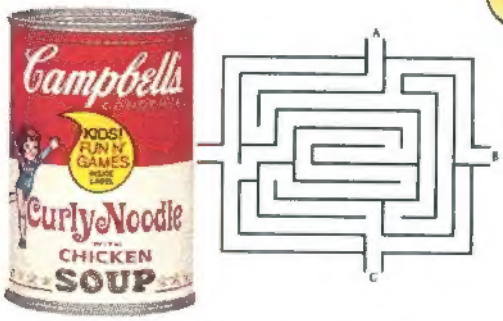
By moving only one can at a time, turn this pyramid into an upside-down pyramid in just two moves.

2. Are you an artistic kid?

Connect the dots to draw the first thing you need for making a bowl of soup.

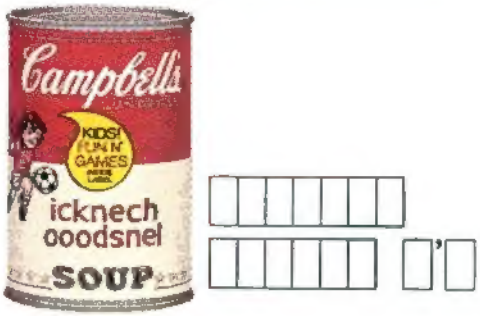
3. Are you an amazing kid?

Which path will get you through the maze to the can of Campbell's® Soup?



4. Are you a speedy kid?

See how long it takes you to unscramble the name of this favorite Campbell's® Soup. Less than a minute and you must be hungry!



5. Are you a sharp kid?

Only two of these cans are exactly alike. See if you can pick them out.

6. Are you a clever kid?

Find three things wrong on this can.

1. _____

2. _____

3. _____

M'm! M'm! Good!®

ANSWERS

1.
2. It's a can opener.
3. C
4. Chicken Noodle-O's®
5. Cans B and H
6. SOUP misspelled. Wrong color balloon should be yellow. Chicken instead of Campbell's Kid

Look for more fun and games inside the labels of Campbell's® Kids soups.

©1988 Campbell Soup Company

CASE OF COPS FILE # 10
WEEK OF THE GOOD BADVIBES
MONDAY MORNING IN THE PENTHOUSE OFFICE OF BIG BOSS:
AWRIGHT, YOUSE GUYS, DA SITUATION IS DIS..
OUR ORGANIZATION NEEDS A BIG WEEK-- PROFITS MUST INCREASE, Y'HEAR?--AND TO THAT END, DR. BADVIBES HAS AGREED TO CONCOCT A DIFFERENT INVENTION FACILITATIN' THE SUCCESS OF EACH DAY'S CRIME.
REMARKABLY SAID, BIG BOSS!
FOR TONIGHT, I'VE GOT A LASERIZED BURGLAR ALARM JAMMER! FOR TOMORROW, A MINI-MISSILE THAT'LL OPEN AN ARMORED CAR LIKE A WEAK CAN OF SARDINES!
MONDAY....JEWELRY STORE
TUESDAY.....ARMORED CAR
WEDNESDAY....EXTORTION
THURSDAY.....MUSEUM
FRIDAY.....BANK
SATURDAY....RACE TRACK
SUNDAY.....
AND FOR WEDNESDAY--
AWRIGHT, AWRIGHT, THEY GET THE POINT, WHACKO.
DOUG MOENCH. writer
PAT BRODERICK. penciller
PABLO MARCOS. inker
COSTANZA. letterer
HELEN VESIK. colorist
KEVIN DOOLEY. asst. editor
ANDREW HELFER editor
(Special thanks for plot assist to Derek M.)

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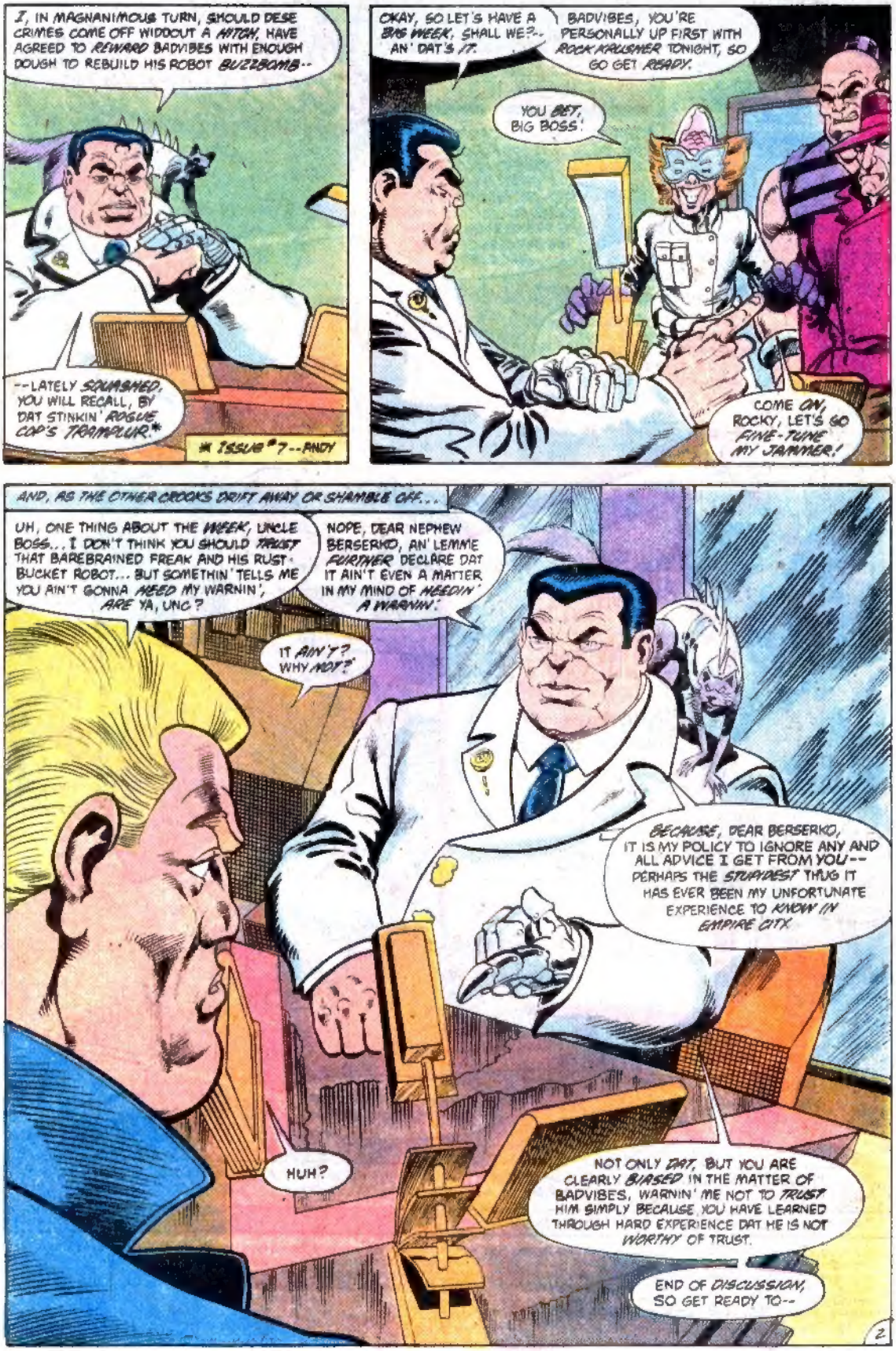
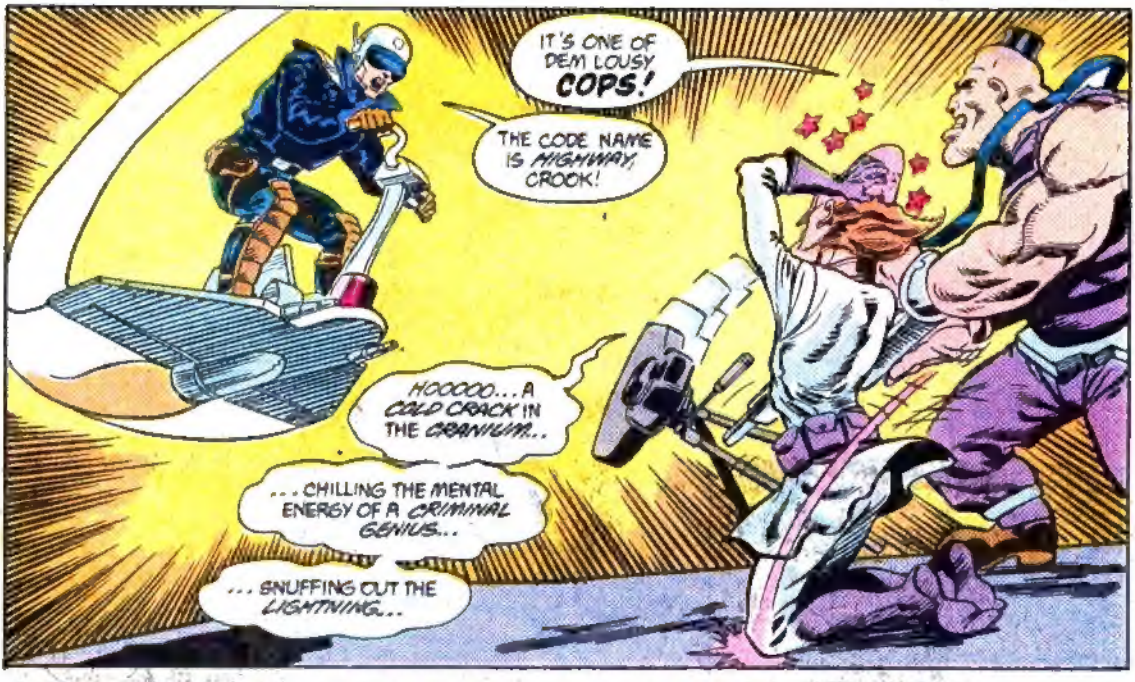
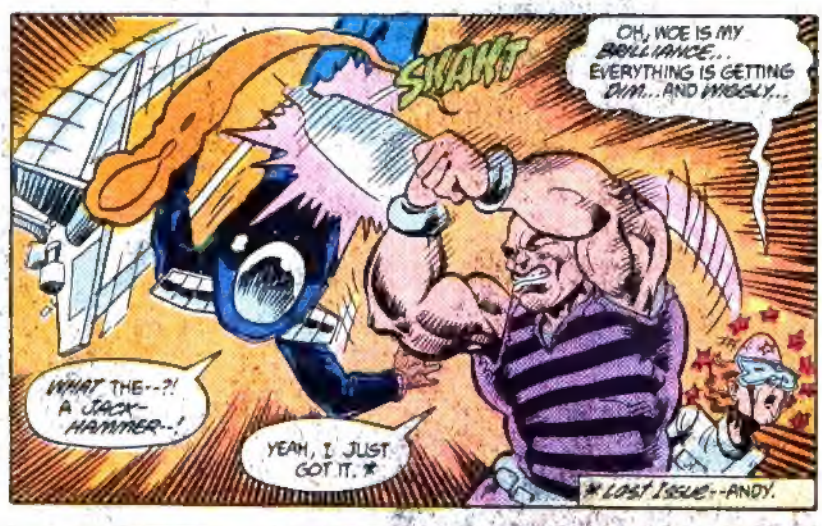

I, IN MAGNANIMOUS TURN, SHOULD DESE CRIMES COME OFF WIDDOUT A HITCH, HAVE AGREED TO REWARD BADVIBES WITH ENOUGH DOUGH TO REBUILD HIS ROBOT BUZZBOMB--
--LATELY SQUASHED, YOU WILL RECALL, BY DAT STINKIN' ROGUE COP'S TRAMPLUR.*
* ISSUE #7--ANDY
OKAY, SO LET'S HAVE A BIG WEEK, SHALL WE?-- AN' DAT'S IT.
BADVIBES, YOU'RE PERSONALLY UP FIRST WITH ROCK KRUSHER TONIGHT, SO GO GET READY.
YOU BET, BIG BOSS!
COME ON, ROCKY, LET'S GO FINE-TUNE MY JAMMER!
AND, AS THE OTHER CROOKS DRIFT AWAY OR SHAMBLE OFF...
UH, ONE THING ABOUT THE WEEK, UNCLE BOSS... I DON'T THINK YOU SHOULD TRUST THAT BAREBRAINED FREAK AND HIS RUST-BUCKET ROBOT... BUT SOMETHIN' TELLS ME YOU AIN'T GONNA HEED MY WARNIN', ARE YA, UNC?
NOPE, DEAR NEPHEW BERSERKO, AN' LEMME FURTHER DECLARE DAT IT AIN'T EVEN A MATTER IN MY MIND OF HEEDIN' A WARNIN'.
IT AIN'T? WHY NOT?
BECAUSE, DEAR BERSERKO, IT IS MY POLICY TO IGNORE ANY AND ALL ADVICE I GET FROM YOU-- PERHAPS THE STUPIDEST THUG IT HAS EVER BEEN MY UNFORTUNATE EXPERIENCE TO KNOW IN EMPIRE CITY.
HUH?
NOT ONLY DAT, BUT YOU ARE CLEARLY BIASED IN THE MATTER OF BADVIBES, WARNIN' ME NOT TO TRUST HIM SIMPLY BECAUSE YOU HAVE LEARNED THROUGH HARD EXPERIENCE DAT HE IS NOT WORTHY OF TRUST.
END OF DISCUSSION, SO GET READY TO--
2

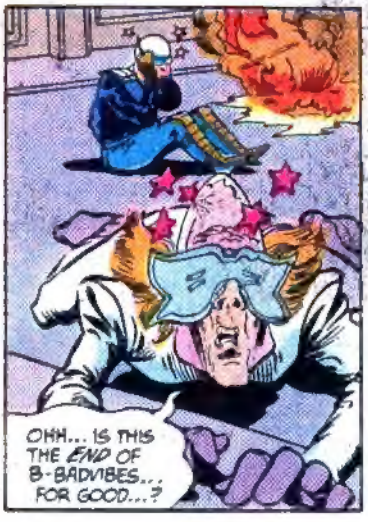
"...DROOL OVER DEM JEWELS."
AIN'T IT READY YET, CREEP?
CRITICAL ADJUSTMENTS ARE CRITICAL, ROCKY, BUT THE BURGLAR ALARM IS JUST ABOUT...
... JAMMED.
NOW, ROCKY!
SMASH THE GLASS!!
HALT, CROOKS!
HUH--?!
KUKSH
AWK--!
OOPS.
3

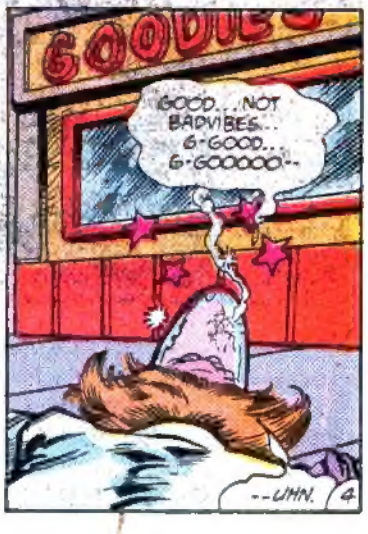

IT'S ONE OF DEM LOUSY COPS!
THE CODE NAME IS HIGHWAY CROOK!
HOOOOO... A COLD CRACK IN THE CRANIUM...
... CHILLING THE MENTAL ENERGY OF A CRIMINAL GENIUS...
... SNUFFING OUT THE LIGHTNING...

...DEPRIVING ME OF FUTURE BRAINSTORMS...


SKANK
OH, WOE IS MY BRILLIANCE... EVERYTHING IS GETTING DIM... AND WIGGLY...
WHAT THE--?! A JACK-HAMMER--!
YEAH, I JUST GOT IT. *
* LOST ISSUE--ANDY.

FEND FOR YOURSELF, BADVIBES-- I'M GONE!
SHRASH
UHN--!


OHH... IS THIS THE END OF B-BADVIBES... FOR GOOD...?

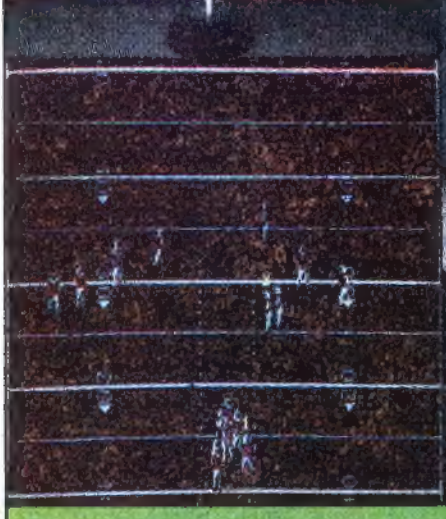

GOODIES
GOOD... NOT BADVIBES... G-GOOD... G-GOOOOO--
--UHN.

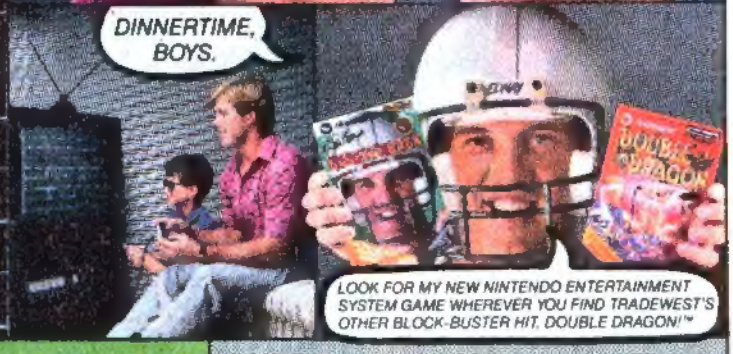
John Elway's QUARTERBACK™

KICKS OFF IN HOMES ACROSS AMERICA

The Story so far...

JOHN ELWAY AND YOUNG VIDEO WIZ DANNY WIMPASINGER ARE ENGAGED IN A COLOSSAL STRUGGLE FOR THE WIMPASINGER HOUSEHOLD SUPPERBOWL CHAMPIONSHIP...




DINNERTIME, BOYS.
LOOK FOR MY NEW NINTENDO ENTERTAINMENT SYSTEM GAME WHEREVER YOU FIND TRADEWEST'S OTHER BLOCK-BUSTER HIT, DOUBLE DRAGON!™

JOHN AND YOUNG DANNY ARE PLAYING THE NEW "GAME-ACTION" VIDEO GAME FROM TRADEWEST, JOHN ELWAY'S QUARTERBACK.™ WITH LINE-OF-SCRIMMAGE REALISM THAT PUTS YOU IN THE MIDDLE OF THE GAME LIKE NO OTHER GAME CAN. YOU CALL THE PLAYS, YOU BEAT THE BLITZ, YOU MAKE IT HAPPEN.

OUR NAME GUARANTEES A GREAT GAME.

TRADEWEST

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NEXT: THE ACTION CONTINUES (AFTER DINNER)

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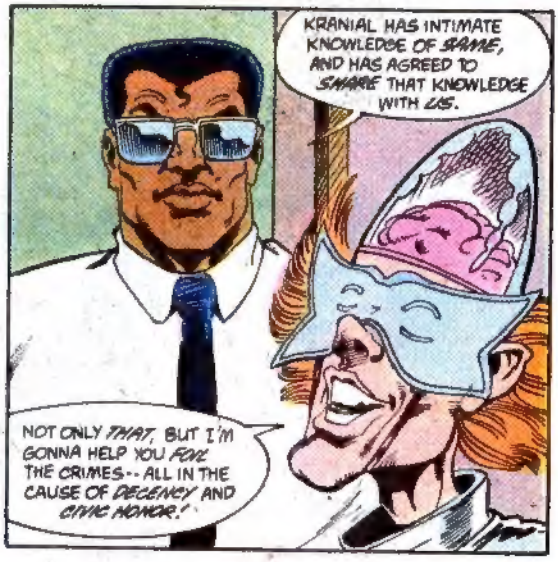
TUESDAY MORNING: DESK NUMBER ONE.
LEMME GET DIS STRAIGHT...
AFTER FIRST BOPPIN' HIS BRAINCASE... YOU THEN LET BADVIBES GET CAPTURED BY THE COPS?!
NOT A GOOD START TO DA WEEK, ROCK KRUSHER.
AN' YOU, BERSERKO, DON'T EVEN THINK ABOUT GLOATIN'!
GEE, UNCLE BOSS, I DON'T EVEN KNOW HOW TO GLOW.
DON'T LEAVIN.
AWRIGHT, WE STILL GOT TUESDAY T'RU FRIDAY AN' TIME WAITS FOR NO CROOK, SO DA WEEK MUST GO ON--
-- WITH OR WITHOUT THE HELP O' BADVIBES!
NOW GO PRIME DAT MINI-MISSILE FOR TONIGHT'S CRIME!
KKRATCH
END OF DESK NUMBER ONE.
THE HOSPITAL:
ALL RIGHT, DR. BADVIBES, TELL US WHAT--
BAD...? BUT I'M NOT BAD, OFFICER LONGARM.
I'M GOOD.
WHAAAAAAT?!
TAKE ME, UPHOLDERS OF THE LAW AND DEFENDERS OF EVERYTHING WHOLESOME AND NOBLE-- TAKE ME... TO YOUR LEADER.
5

AND SO:
AWW... YOU'RE FULL OF IT, HIGHWAY.
IT'S TRUE!
SPECIAL AGENT BALDWIN P. VESS C.O.P.S.
HE CLAIMS THE BASH TO HIS BRAIN CHANGED HIM!

PLEASE LET ME ATONE FOR MY PAST MISDEMEANORS AND MAJOR CRIMES! I CAN HELP YOU, AGENT VESS--
--IF ONLY YOU'LL LET ME JOIN THE SIDE OF THE ANGELS.'

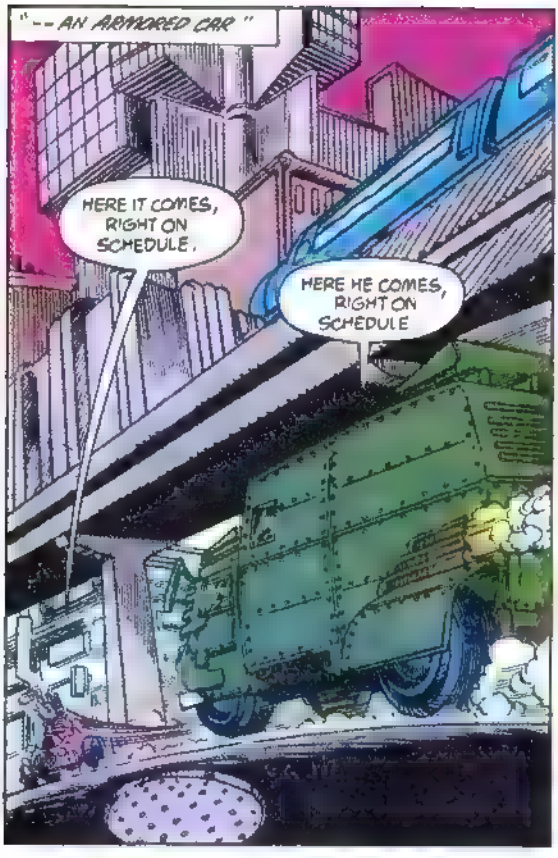
ARE WE TALKING ABOUT THE SAME BADVIBES WHO ALMOST VIBRATED THE ENTIRE CITY TO BRICK DUST? THE SAME BADVIBES WHO USED THOSE SEWER RATS TO LEAD A PRISON BREA...
YES.' BUT I'M TELLING YOU--
AN ANNOUNCEMENT, COPS...

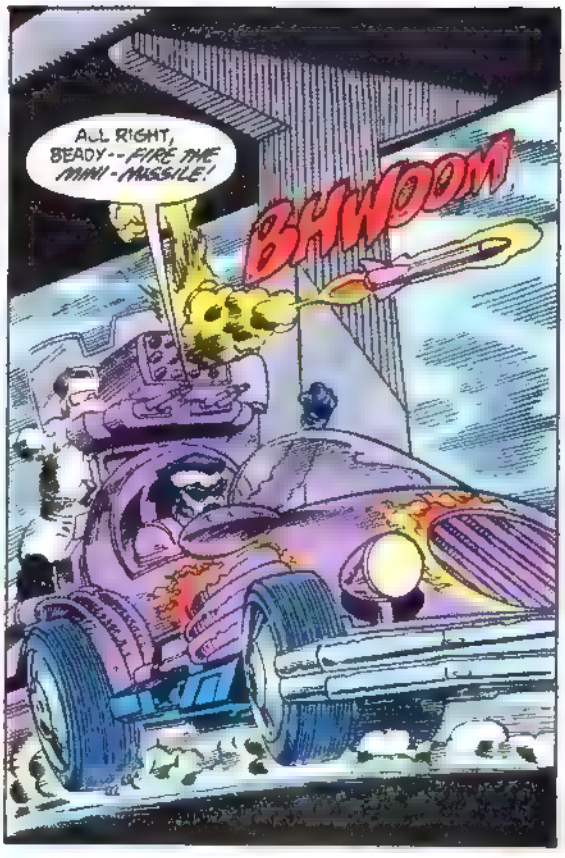
I'VE JUST COME TO AN AGREEMENT WITH DR. KRANIAL HERE...
PLEASE--FROM NOW ON, CALL ME DR. GOODVIBES.
"GOOD-VIBES"--?
IT SEEMS BIG BOSS HAS AN AMBITIOUS WEEK OF CRIMES ON HIS AGENDA.

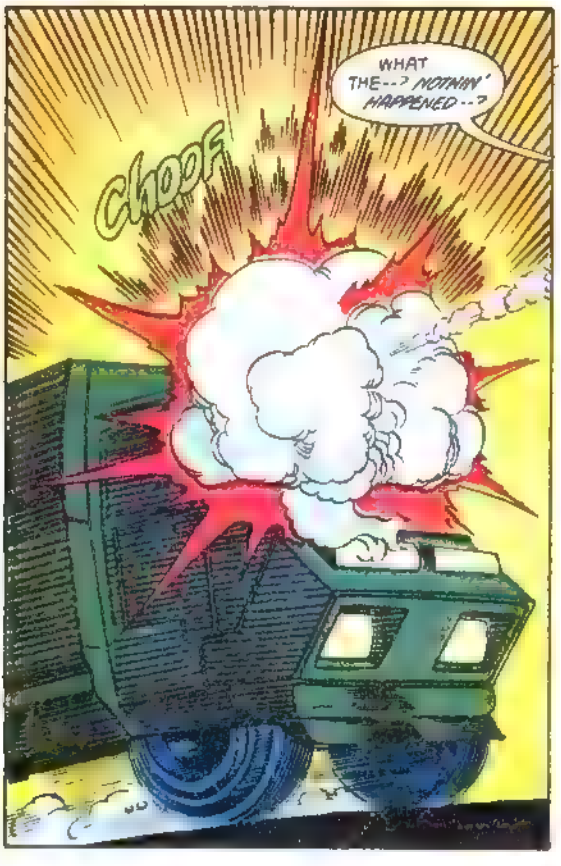

KRANIAL HAS INTIMATE KNOWLEDGE OF SHAME, AND HAS AGREED TO SHARE THAT KNOWLEDGE WITH US.
NOT ONLY THAT, BUT I'M GONNA HELP YOU FOIL THE CRIMES--ALL IN THE CAUSE OF DECENCY AND CIVIC HONOR.'

ALL COPS WILL ACCORD FULL COOPERATION TO DR. KRANIAL AS OF NOW.
DR. GOODVIBES, PLEASE--DR. GOODVIBES!
HUH--? COOPERATE WITH HIM--?

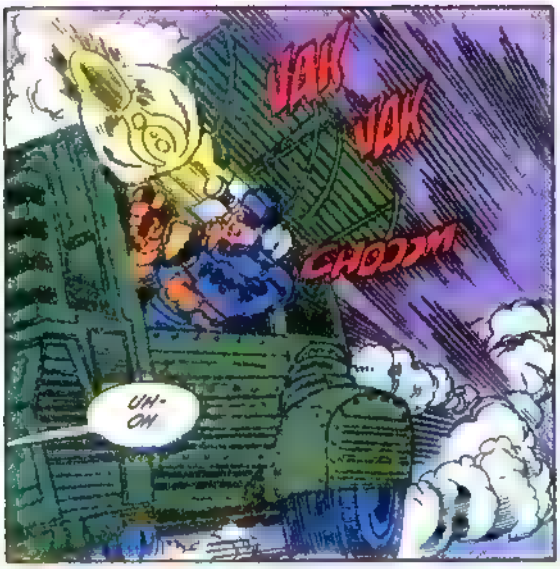
ON YOUR TOES, BOYS, FOR WE MUST GET SERIOUS IN PREPARATION FOR THE NEXT CRIME.
IT'S FLARBO TU-TONE'S TURN TONIGHT, AND THE TARGET IS--

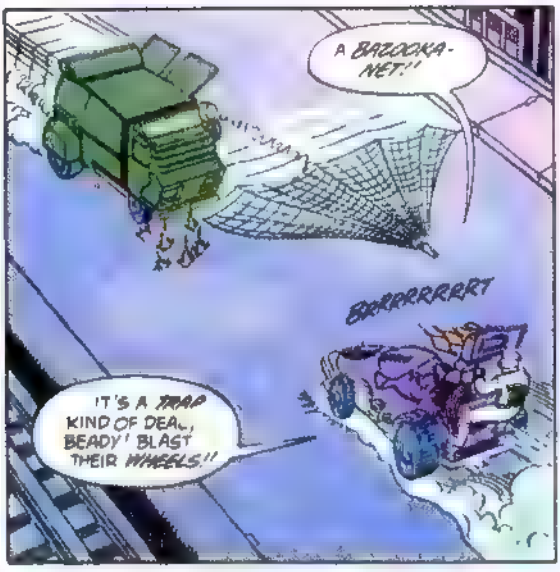

"-- AN ARMORED CAR "
HERE IT COMES, RIGHT ON SCHEDULE.
HERE HE COMES, RIGHT ON SCHEDULE


ALL RIGHT, BEADY--FIRE THE MINI-MISSILE!
BKWOOM

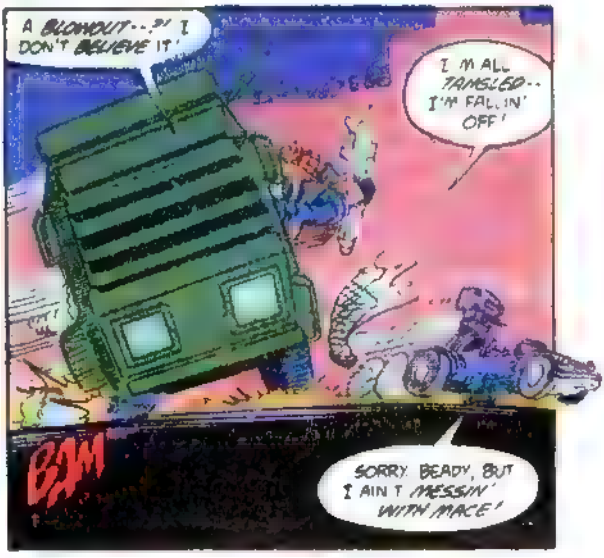

WHAT THE--? NOTHIN' HAPPENED--?
CHOOF

THIS DON'T MAKE SENSE!
BADV BES SAID THAT MINI-MISS LE WOULD OPEN AN ARMORED CAR L KE A WERK CAN OF SARDINES!
WHAT KIND O'DEAL IS THIS?!


JAK
JAK
CHOOOM
UH-OH


A BAZOOKA-NET!!
BARRRRRRRT
IT'S A TRAP KIND OF DEAL, BEADY! BLAST THEIR WHEELS!!

WHAAAAA--?!
HELP, TURBO! I CAN'T SEE! THE NET'S GOT ME!


A BLOWOUT--?! I DON'T BELIEVE IT!
I'M ALL TANGLED-- I'M FALLIN' OFF!
BAM
SORRY BEADY, BUT I AIN'T MESSIN' WITH MACE!

MY MIRACULOUSLY MODIFIED CRANIACROMIUM REINFORCED PHONY ARMORED CAR--
--FOILED BY A FLAT TIRE--?!
NUTS! NOW WE CAN'T CAPTURE TURBO!

SOMEHOW I KNEW THIS WOULDN'T WORK.. NOT TO MY SATISFACTION

BUBBLE BOBBLE IS DINO-MIGHT!
(FOR YOUR NINTENDO ENTERTAINMENT SYSTEM)

WHAM!

Bubble Bobble is totally addictive action. It's the Number One game in Europe for over 3 months. Scramble over 100 screens of laughs as your brontosaurus buddies, Bub and Bob, blow you away with endless action. If you're lookin' for fun, these dudes are the one.

GRAB THESE OTHER EXPLOSIVE ARCADE HITS FROM TAITO!

2 A.M. IS NO TIME TO BE ALONE IN THE SUBWAY AND YOU'RE ABOUT TO FIND OUT WHY. This is the original arcade hit. One of the hottest games in Europe. Thrill to the arcade-quality graphics of this fast-paced street-style Karate brawl. Scream through Renegade's multiple levels of play and see what real action is all about.

NOBODY EVER SAID IT WOULD BE EASY. YOU'VE GOT TO FLY YOUR WORLD WAR II P-40 FIGHTER ON A TOP SECRET MISSION... Take the arcade's meanest air battle home for keeps. Strap in for explosive high-flying action. Hold on for your life as you soar through incredible graphics and spellbinding sound. You'll never want to land.

TAKE NO PRISONERS. TERRORISTS HAVE TAKEN THEIR LAST HOSTAGE. SOMEONE HAS TO TEACH THE TERRORISTS WHAT TERROR IS ALL ABOUT. Take the world's best arcade game home. Mind-blowing arcade quality graphics take you behind enemy lines to destroy terrorists and save helpless hostages. One play and you'll know why it's number 1.

Taito's hot line of arcade games for the Nintendo Entertainment System® is one fast-action classic after another. And now you can get in on all the action, too.

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THE ONLY GAME IN TOWN.™

TAITO®

for all other video games. Taito has been a leader in the arcade for over 30 years and that's why you can count on Taito to bring you the hottest games available for your Nintendo Entertainment System.

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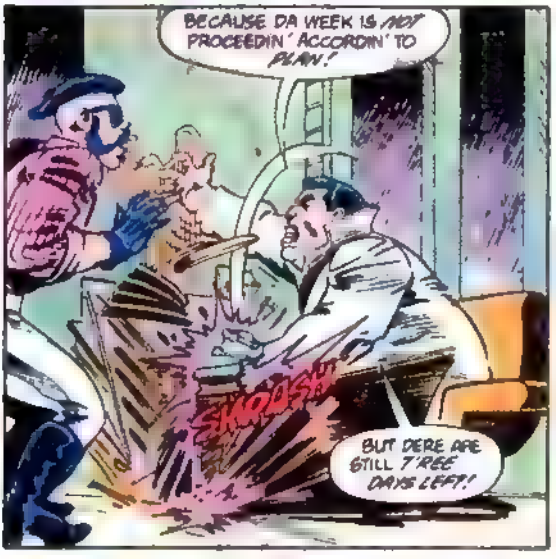
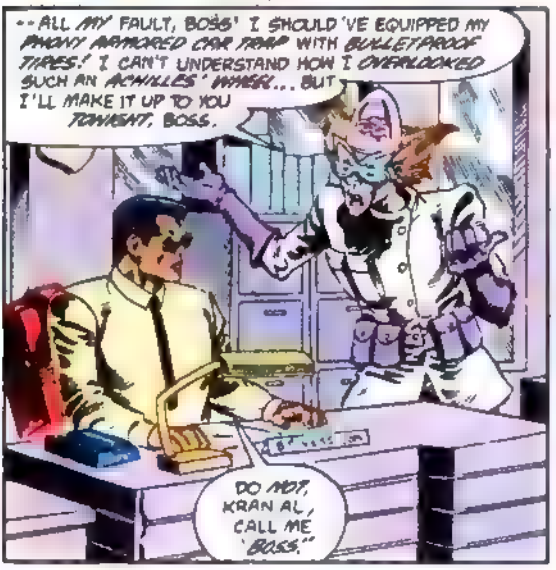
WEDNESDAY MORNING; DESK TWO
--AND THE WHOLE ARMORED CAR WAS A ROLLING TRAP WITH THAT SCHMOO SST MACE INSIDE!
I FIGURE SOMEHOW THE COPS MUST VE FORCED BADVIBES TO TALK'
SO DAT'S MONDAY AND TUESDAY-- BOTH WIPED OUT CUZ O' DAT BARE-BRAINED GEEK.

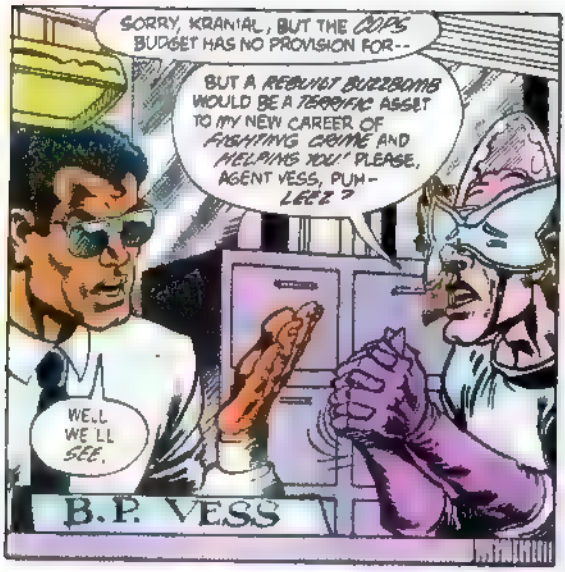
AND DO NOT, BERSERKO, UNDER ANY CIRCUM-STANCES, VENTURE TO SAY I TOLD YOU SO.
GEE, UNCLE BOSS. TOLD ME WHAT?
SHADDUP, I'M FEELIN' LIKE A VOLCANO... AN' YA KNOW WHY?


BECAUSE DA WEEK IS NOT PROCEEDIN' ACCORDIN' TO PLAN!
SMOOSH
BUT DERE ARE STILL T'REE DAYS LEFT!

NOW GO GET ME ANUDDER DESK--
--AFTER TELLIN' BUTTONS McBOOMBOOM DAT TONIGHT IS WEDNESDAY... AN' WEDNESDAY MUST NOT BE BLOWN'

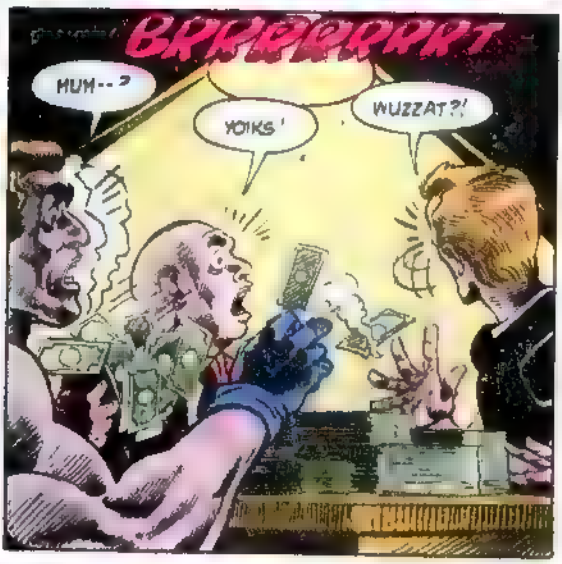

--ALL MY FAULT, BOSS! I SHOULD'VE EQUIPPED MY PHONY ARMORED CAR TRAP WITH BULLETPROOF TIRES! I CAN'T UNDERSTAND HOW I OVERLOOKED SUCH AN ACHILLES' WHEEL... BUT I'LL MAKE IT UP TO YOU TONIGHT, BOSS.
DO NOT, KRAN AL, CALL ME 'BOSS.'

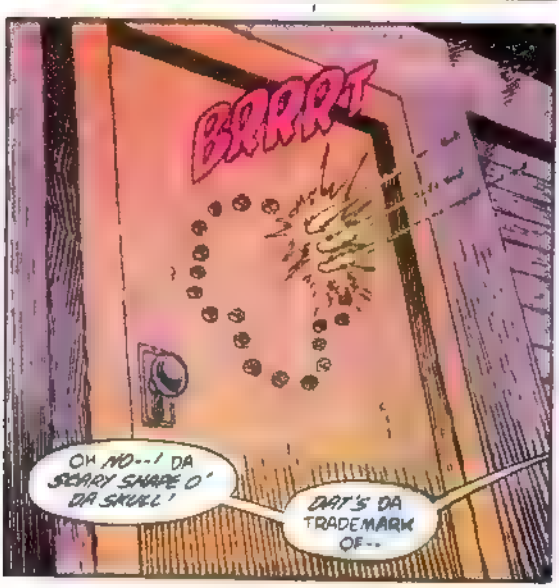
THE NAME IS NOW BOOMBOOMS, BOSS, AND BY THE WAY..
BIG BOSS PROMISED ME A REWARD IF I MADE ALL HIS CRIMES SUCCEED, SO I WAS MONKEYING... IF I HELP YOU MAKE ALL THE CRIMES FAIL...


SORRY, KRANIAL, BUT THE COPS BUDGET HAS NO PROVISION FOR--
BUT A REBUNCT BUZZBOMB WOULD BE A TERRIFIC ASSET TO MY NEW CAREER OF FIGHTING CRIME AND HELPING YOU! PLEASE, AGENT VESS, PUH-LEEZ?
WE'LL WE'LL SEE.
B.P. VESS

NIGHT.
--MAKIN' A TOTAL O' NINETY-THREE GEES.

YEAH--A LOUSY TAKE SO FAR THIS WEEK
I'LL TAKE IT.
IXNAY WE ALREADY SKIMMED TOO MUCH FROM THE--


BRRRRRRRT
HUH--?
YOIKS!
WUZZAT?!


BRRRT
OH NO--! DA SCARY SHAPE O' DA SKULL!
DAT'S DA TRADEMARK OF--

"--BUTTONS McB-B-B-BOOMBOOM!"
HA-BRATCH!
I COME FOR BIG BOSS'S GUN, CREEPS

DIRECTLY ABOVE .
THAT'S THE RIVAL GANG'S HIDEOUT DIRECTLY BELOW OFF CER BULLSEYE RELEASE YR BALL OF VIBE-BARS--
NOW!
YEAH, SURE, BUTTONS -- TAKE ALL THE DOUGH!
JUST LET US OUTTA--
HUH--?
HOLY CHUDOLA! WE'RE TRAPPED INSIDE INVISIBLE BARS!
INVISIBLE, MAYBE -- BUT THEY SURE ARE WIGGLIN' AN VIBRATIN'!
DOES THAT MEAN WE CAN'T GET OUT--?
--THEN SHOOTS STRAIGHT DOWN -- STITCHING A CIRCLE AROUND U'S ONN FEET
BRRRRT

ALL RIGHT, OFFICERS LONGARM AND BONSER-- THE JAILBIRDS ARE ALL YOURS!
"VIBE-BARS"-- CAN YOU BELIEVE IT, BLITZ?
ROWF!

FREEZE! POLICE!
AW, NERTZ!
HOW COME BUTTONS IS THE ONLY ONE WHO GETS TO ESCAPE THROUGH THE HOLE IN THE FLOOR?
IT'S HIS LUCKY DAY-- NOT YOURS.

THURSDAY MORNING; DESK THREE
BADVIBES IS NOT ONLY GIVING THE COPS TIPS, HE'S ACTIVELY ASSISTING THEM NO ONE ELSE COULD'VE BEEN BEHIND THAT VIBE-BAR TRAP.
IN DA NAME O' CARRIE, IS DA WHOLE WEEK GONNA GO LIKE MONDAY?

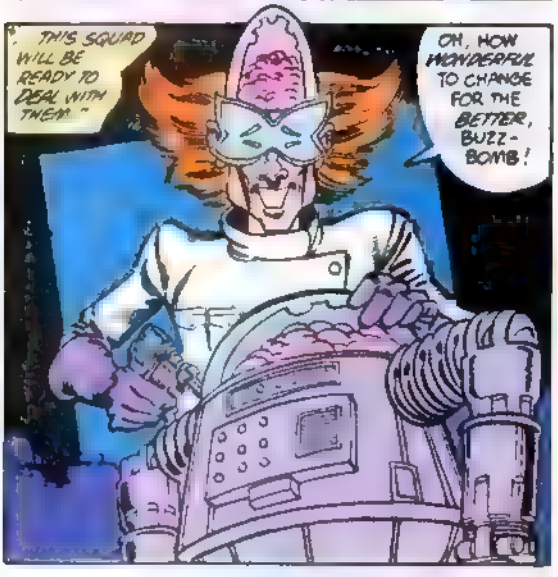
NO! I SWEAR TO YOU, IT IS NOT!
SKRASH
AN NOW AM I ABOUT TO CHANGE THE ITINERARY!

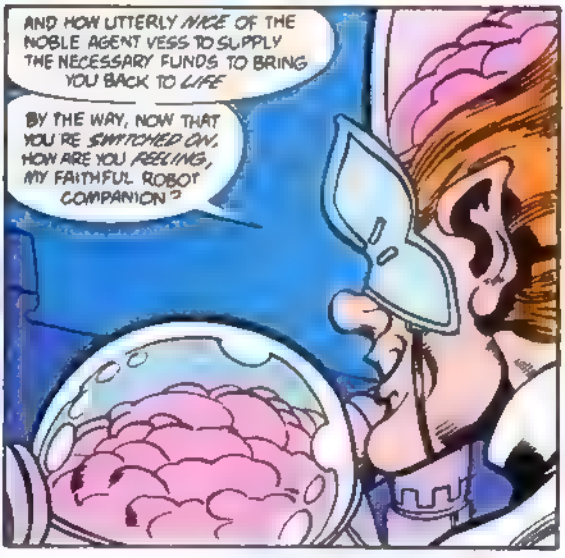
NOW TELL NIGHTSHADE TO GET OUT THERE AN COMMIT THE NEXT CRIME I ON HER WAY BACK, SHE SHOULD ALSO BRING ME ANUDDER NEW DESK

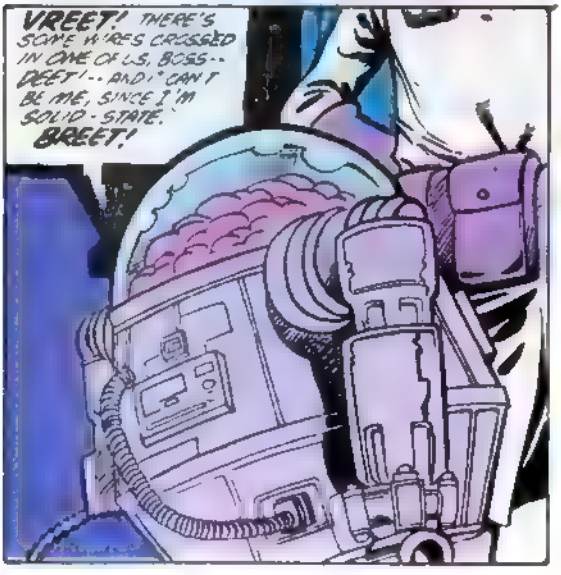
MEANWHILE, AT THE 647TH PRECINCT.
LONGARM, SEND IN HARDTOP-- FOR BRIEFING ON TONIGHT'S STAKEOUT
BEFORE THAT, SIR, I'D LIKE TO STATE FOR THE RECORD THAT QUITE FRANKLY, I DON'T TRUST BADVIBES OR "GOODVIBES."
2

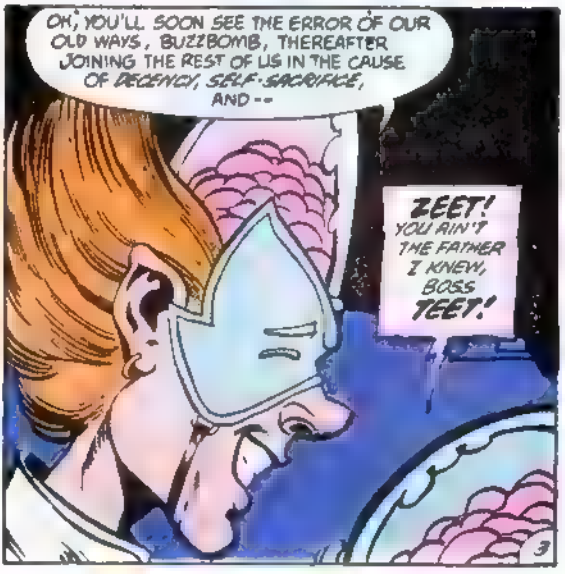
YOU'LL NOTICE HE'S YET TO HELP US CATCH A SINGLE MEMBER OF BIG BOSS'S MAIN GANG--OTHER THAN HIMSELF
SO YOU THINK HE LET HIMSELF BE CAPTURED, TO POSE AS "GOODVIBES" AND LEAD US ASTRAY.

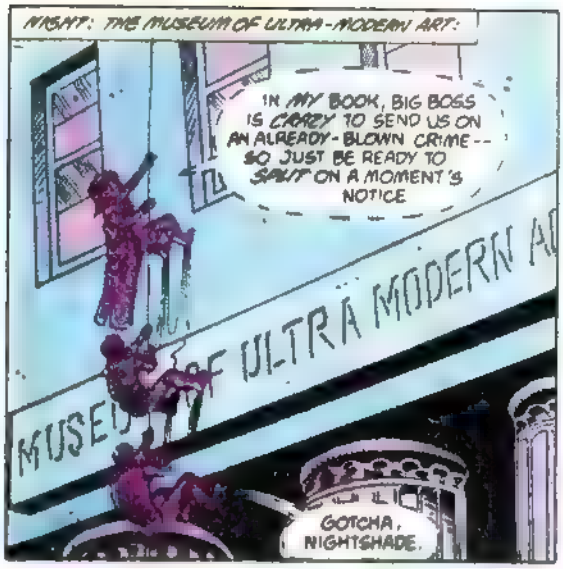
WELL...IT IS POSSIBLE, SIR.
I CONCUR, O'MALLEY, WHICH IS WHY I'VE YET TO COMMIT THE FULL COPS CONTINGENT TO ANY OF HIS TIPS--
--SHOULD ONE OF THOSE TIPS PROVE TO BE NOTHING MORE THAN A DIVERSION FOR SOMETHING BIGGER.
REST ASSURED IF KRANIAL'S TRUE COLORS ARE DARKER THAN THEY SEEM!

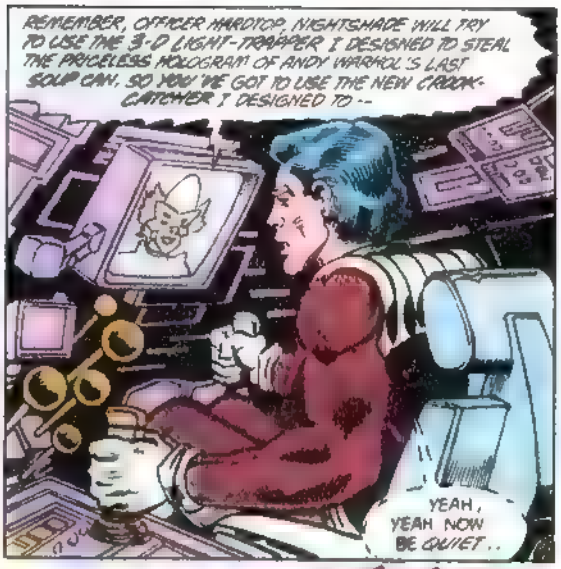

THIS SQUAD WILL BE READY TO DEAL WITH THEM."
OH, HOW WONDERFUL TO CHANGE FOR THE BETTER, BUZZ-BOMB!


AND HOW UTTERLY NICE OF THE NOBLE AGENT VESS TO SUPPLY THE NECESSARY FUNDS TO BRING YOU BACK TO LIFE
BY THE WAY, NOW THAT YOU'RE SWITCHED ON, HOW ARE YOU FEELING, MY FAITHFUL ROBOT COMPANION?

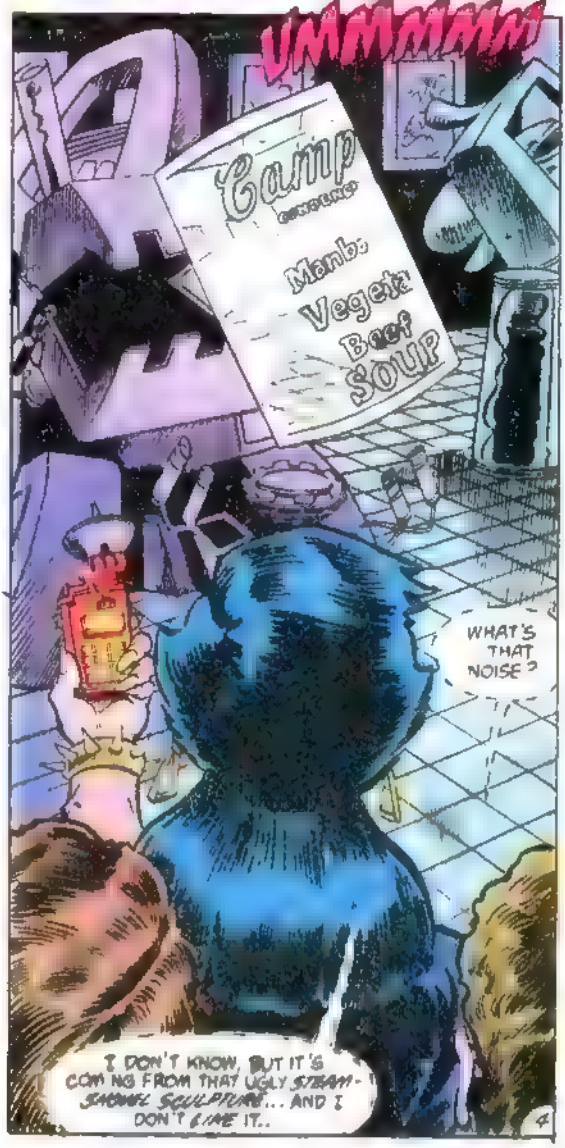

VREET! THERE'S SOME WIRES CROSSED IN ONE OF US, BOSS--DEET!--AND I CAN'T BE ME, SINCE I'M SOLID-STATE. BREET!


OH, YOU'LL SOON SEE THE ERROR OF OUR OLD WAYS, BUZZBOMB, THEREAFTER JOINING THE REST OF US IN THE CAUSE OF DECENCY, SELF-SACRIFICE, AND--
ZEET! YOU AIN'T THE FATHER I KNEW, BOSS TEET!

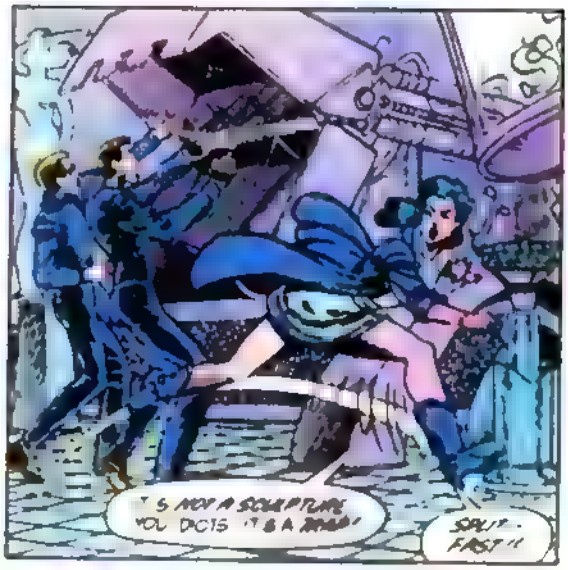

NIGHT: THE MUSEUM OF ULTRA-MODERN ART:
IN MY BOOK, BIG BOSS IS CRAZY TO SEND US ON AN ALREADY-BLOWN CRIME-- SO JUST BE READY TO SPLIT ON A MOMENT'S NOTICE
GOTCHA, NIGHTSHADE.


REMEMBER, OFFICER HARDTOP, NIGHTSHADE WILL TRY TO USE THE 3-D LIGHT-TRAPPER I DESIGNED TO STEAL THE PRICELESS HOLOGRAM OF ANDY WARHOL'S LAST SOUP CAN. SO YOU'VE GOT TO USE THE NEW CROOK-CATCHER I DESIGNED TO --
YEAH, YEAH NOW BE QUIET..

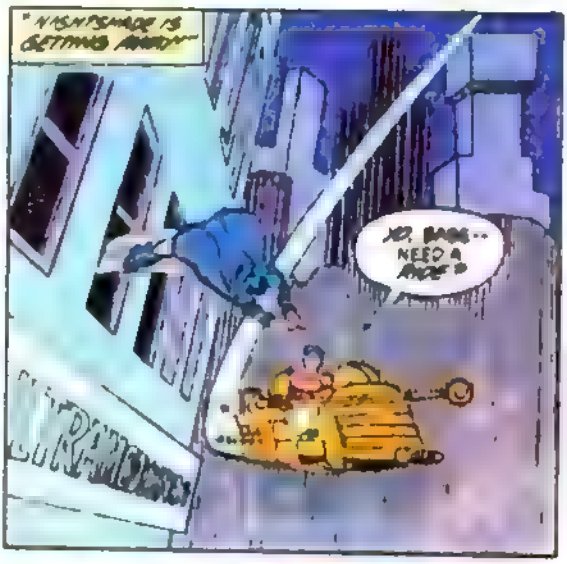
"I SEE THEM COMMING."
THERE IT IS, RIGHT UP AHEAD.
... AND IF THE BADVIBES-GADGET CAN ACTUALLY TAKE THE AMPERAGE OF ITS THREE-DIMENSIONAL LASER-LIGHT PATTERN, MAYBE WE CAN PULL OFF THIS CRIME

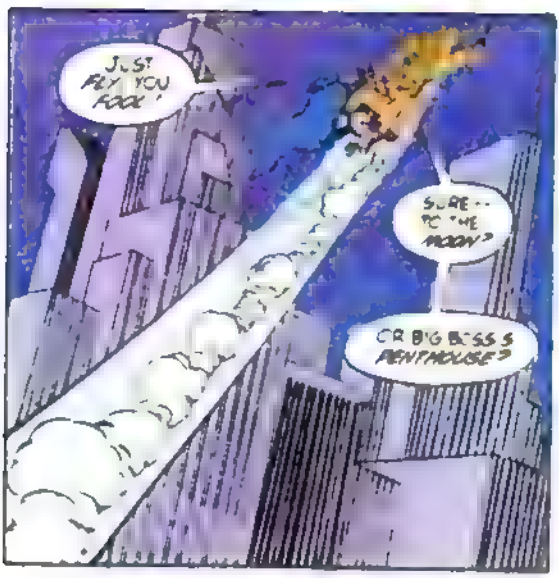

UMMMMM
Camp
Manly Vegetable Beef SOUP
WHAT'S THAT NOISE?
I DON'T KNOW, BUT IT'S COMING FROM THAT UGLY STEAM-SHOVEL SCULPTURE... AND I DON'T LIKE IT..
4

NNRR-RANETH-- KATCH
NNAAA--IT THE SCULPTURE IS HAUNTED--!
IT'S COMIN TO LIFE!

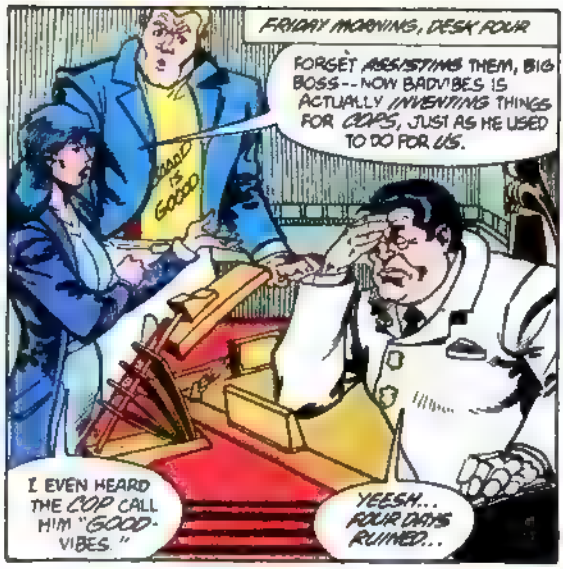

IT IS NOT A SCULPTURE YOU DOTS "IT IS A MAN!"
SPLIT-- FAST!!

I'M TELLIN' YOU, GOODVIBES-- YOUR CROOK-CATCHER IS TOO SLOW!
CLOMP!

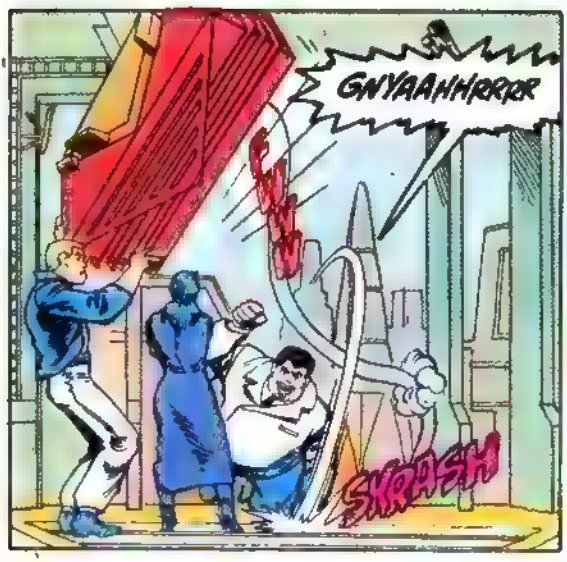

"NASNESMADE IS GETTING AWAY!"
NO, BARK-- NEED A RIDE?


JUST FLY YOU FOOL!
SURE-- TO THE MOON?
OR BIG BOSS'S PENTHOUSE?

WHAT THIS SO-CALLED "CROOK CATCHER" NEEDED--
--WAS SOME NOT WHAT'S


FRIDAY MORNING, DESK FOUR
FORGET ASSISTING THEM, BIG BOSS--NOW BADVIBES IS ACTUALLY INVENTING THINGS FOR COPS, JUST AS HE USED TO DO FOR US.
Good Is Good
I EVEN HEARD THE COP CALL HIM "GOOD-VIBES."
YEESH... FOUR DAYS RUINED...

...AN' WE GOT NOTHIN' BUT FRIDAY LEFT!
TALK ABOUT FEELIN' LIKE A VOLCANO, I'M READY TO--


GNYAAHHRRR
SKRASH

THANK YOU, BERSERKO
RIGHT NOW YOU ARE TO BE COMMENDED FOR INVALIDATIN' MY LOSS O' COM-POSURE..

...EVEN IF DA FLOOR WOULD DISAGREE.
AS FOR TONIGHT, I STILL REFUSE TO CHANGE THE TARGET OF THIS FRUSTRATIN' WEEK'S FINAL CRIME, SEE? THE SILVER INGOTS IN DAT BANK'S SAFE MUST BE MINE, SEE?
BUT ONE THING WE ARE GONNA CHANGE IS THE METHOD O' NABBIN' THOSE INGOTS... SEE?

FORGET THE BADVIBES SCHEME! AS OF NOW, DIS IS GONNA BE AN INSIDE JOB!
SEE???
16

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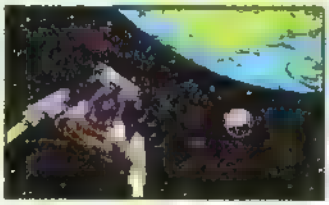
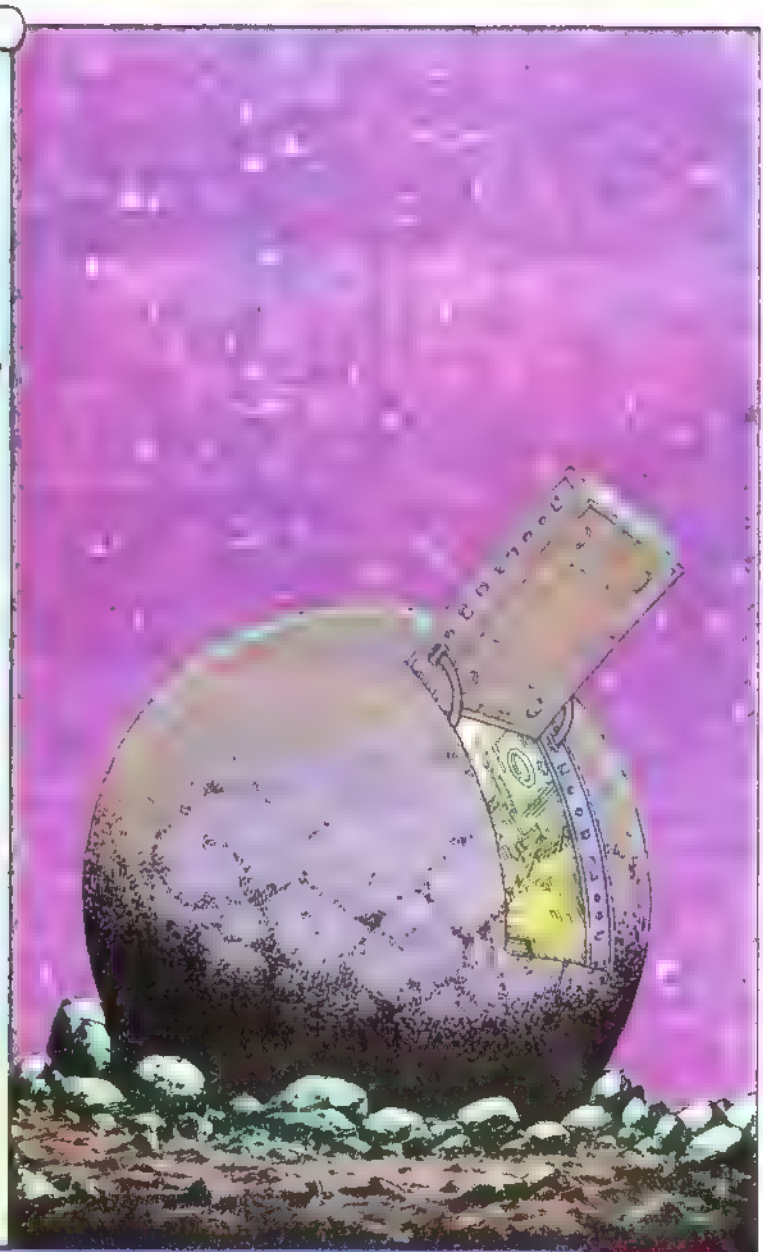


There were only two problems.

The planet was inhabited.

And the wrong pods were launched...



GILGAMESH

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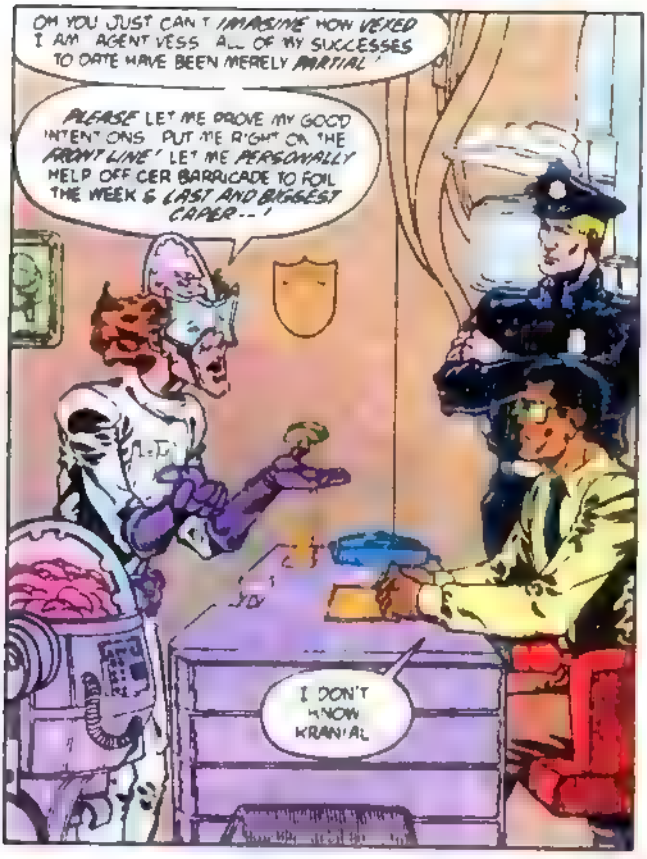
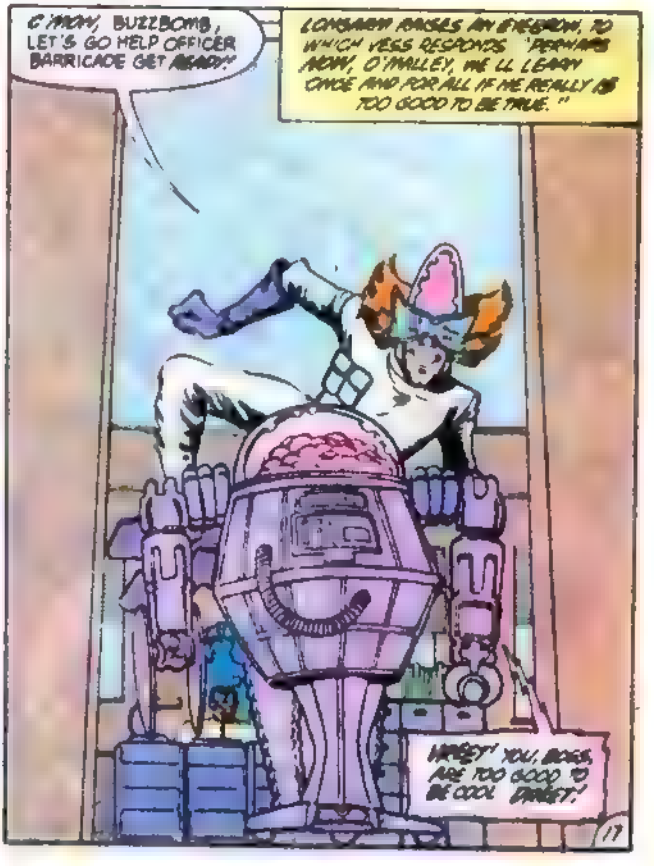

OH YOU JUST CAN'T IMAGINE HOW VEXED I AM AGENT VESS ALL OF MY SUCCESSES TO DATE HAVE BEEN MERELY MARTIAL'
PLEASE LET ME PROVE MY GOOD INTENTIONS PUT ME RIGHT ON THE FRONT LINE' LET ME PERSONALLY HELP OFFICER BARRICADE TO FOIL THE WEEK'S LAST AND BIGGEST CAPER--'
I DON'T KNOW KRANIAL

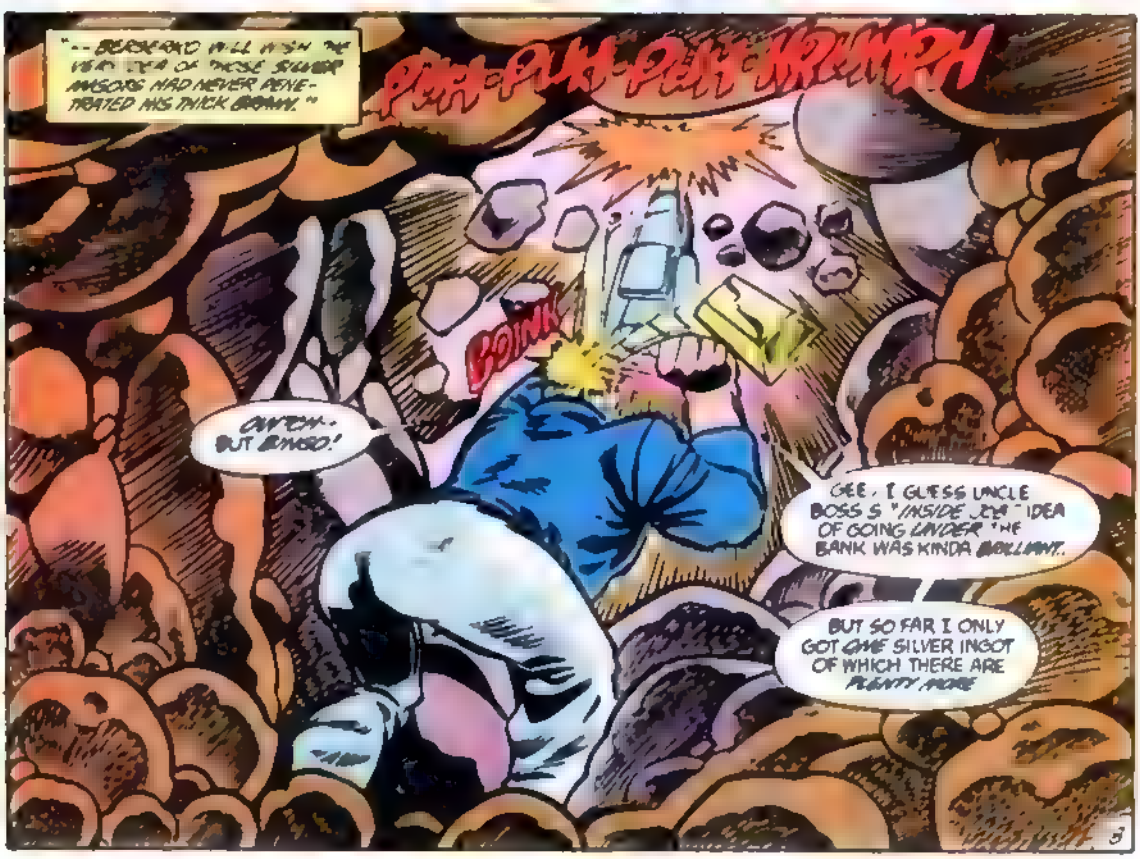
I'VE GOTTA BE IN THAT BANK, AGENT VESS SINCE THAT WHICH I'VE INVENTED TO ASSIST YOU THIS TIME IS NONE OTHER THAN FAITHFUL BUZZBOMB HERE--
--WHO, BELIEVE ME, WON'T BUNGLE A MINUTE UNLESS I'M THERE TO CUDDLE HIM'
VERY WELL, KRANIAL

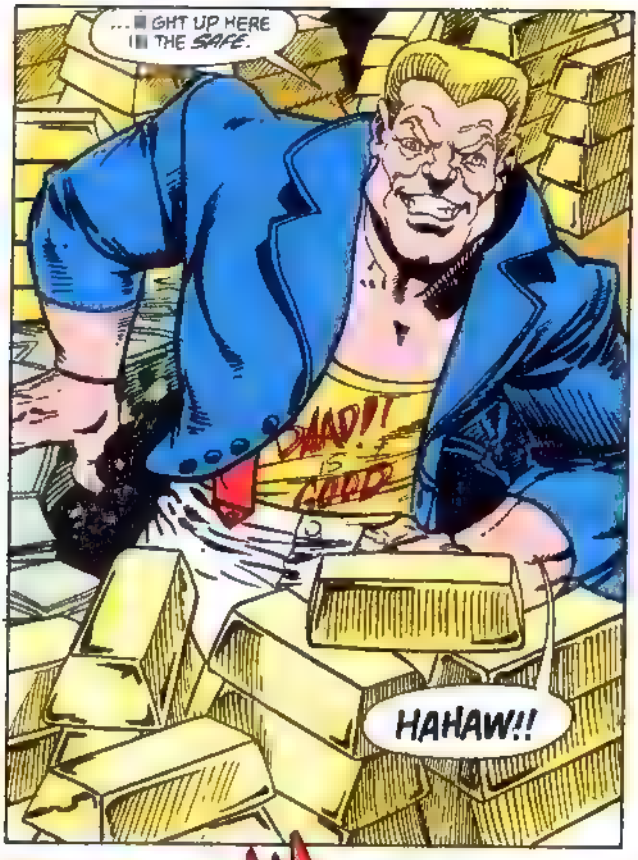
PERMISSION GRANTED
OH GOODY GOODY GUMDROPS!

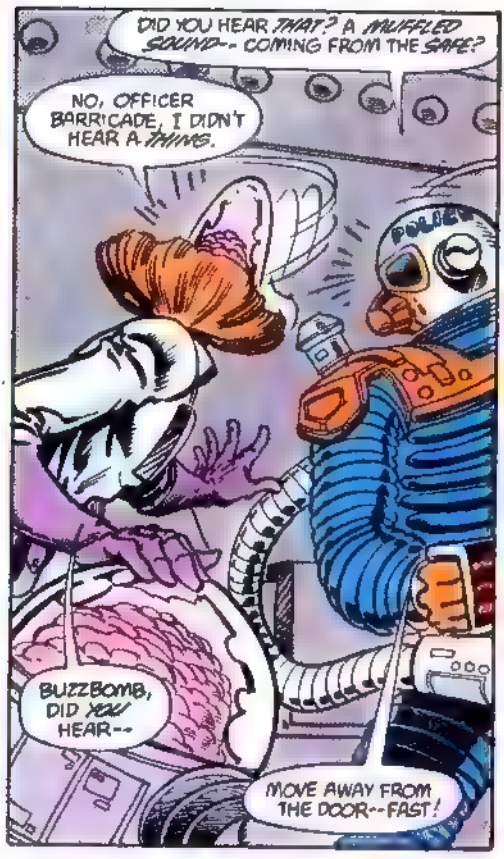

C'MON, BUZZBOMB, LET'S GO HELP OFFICER BARRICADE GET READY!'
LONGARM RAISES AN EYEBROW, TO WHICH VESS RESPONDS "PERHAPS NOW, O'MALLEY, WE'LL LEARN ONCE AND FOR ALL IF HE REALLY IS TOO GOOD TO BE TRUE."
HARGET' YOU, BOSS, ARE TOO GOOD TO BE COOL TARGET!

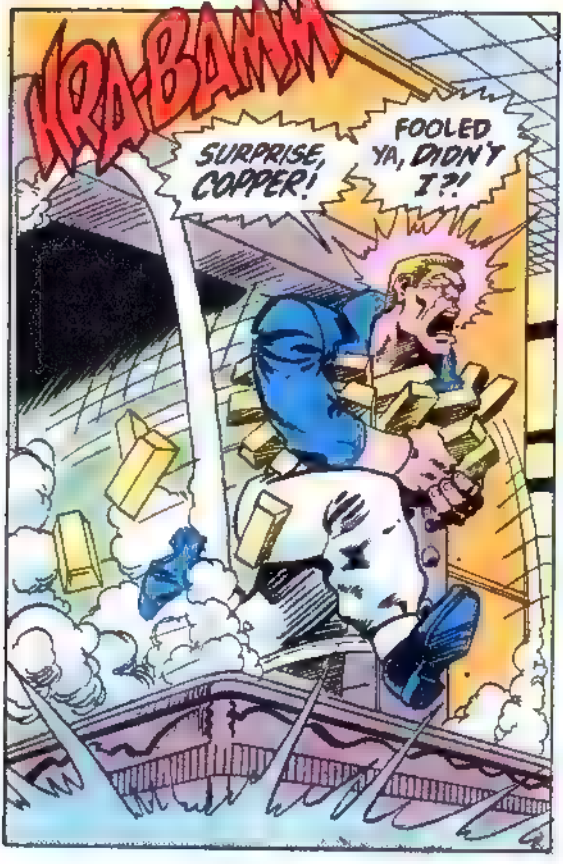
NIGHT: EMPIRE CITY'S SEVENTH NATIONAL BANK
OH, BUZZBOMB, HOW CLEANSING IT IS TO FINALLY LAY MY FRAGILE BRAINCASE RIGHT OUT ON THE BARRICADES WITH OFFICER BARRICADE.

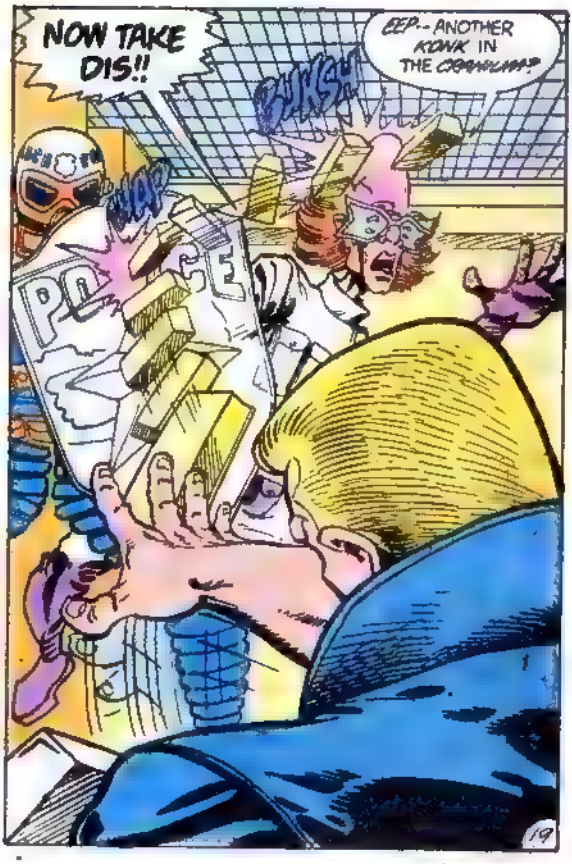
ISN'T THAT ARGHAT, OFFICER BARRICADE?
THAT DETERMINATION IS FOR YOUR CONSCIENCE, DR. KRANIAL
YES! AND WHAT A JOYOUS WONDER OF FREE WILL IT IS!
ANYWAY, YOU'LL RECALL THAT TONIGHT'S CRIME DICTATES BERSERKO EMPLOYING A PULSAR-POWERED PILEDRIVER OF MY UNIQUE DESIGN TO FIRST PENETRATE THAT DOOR AND SUBSEQUENTLY THE SAFE BEHIND US.
BUT WITH YOU AND BLIZBOMB AWAITING MY OFFICER BARRICADE

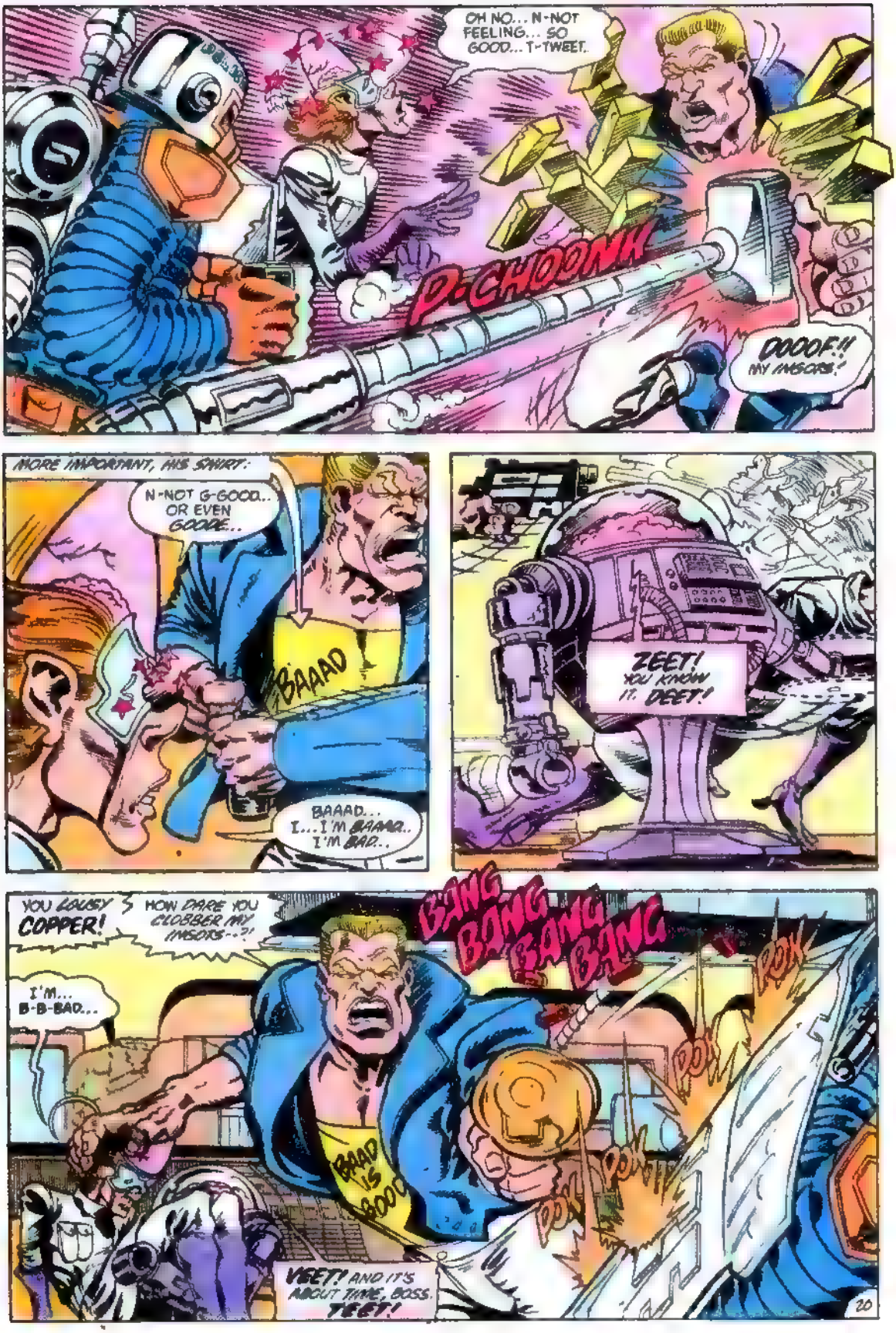

"--BERSERKO WILL WISH THE VERY LAST OF THOSE SILVER INGOTS HAD NEVER PENETRATED HIS THICK BRAIN!"
PUH-PUH-PUH-KRUMPH
BONK
OW! OH... BUT BINGO!
GEE, I GUESS UNCLE BOSS'S "INSIDE JOB" IDEA OF GOING UNDER THE BANK WAS KINDA BRILLIANT.
BUT SO FAR I ONLY GOT ONE SILVER INGOT OF WHICH THERE ARE PLENTY MORE
3


...■GHT UP HERE I■ THE SAFE.
HAHAW!!


DID YOU HEAR THAT? A MUFFLED SOUND-- COMING FROM THE SAFE?
NO, OFFICER BARRICADE, I DIDN'T HEAR A THING.
BUZZBOMB, DID YOU HEAR--
MOVE AWAY FROM THE DOOR--FAST!


KRA-BAMM
SURPRISE, COPPER!
FOOLED YA, DIDN'T I?!


NOW TAKE DIS!!
EEP-- ANOTHER KONK IN THE CRANIUM?
BUKSH
KRAP
POLICE
19


OH NO... N-NOT FEELING... SO GOOD... T-TWEET..
P-CHOONK
DOOOF!! MY INSORS!
MORE IMPORTANT, HIS SHIRT:
N-NOT G-GOOD.. OR EVEN GOODE..
BAAAD
BAAAD... I...I'M BAAAD.. I'M BAD..
ZEET! YOU KNOW IT, DEET!
YOU LOUSY COPPER!
HOW DARE YOU CLOBBER MY INSORS--?!
I'M... B-B-BAD...
BANG BANG BANG BANG
POK
POK
POK
POK
BAAD IS GOOD
ZEET! AND IT'S ABOUT TIME, BOSS. TEET!
20

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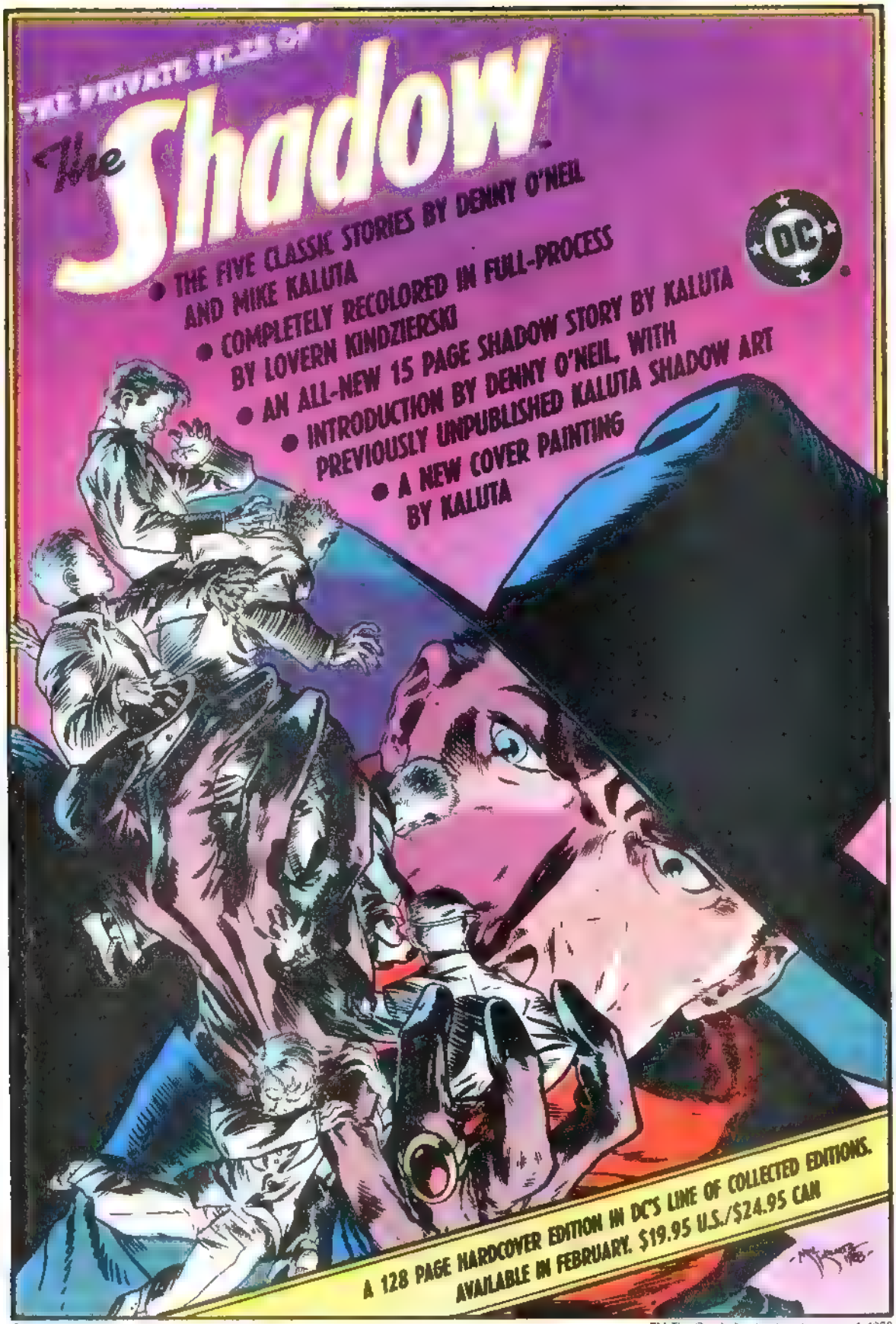
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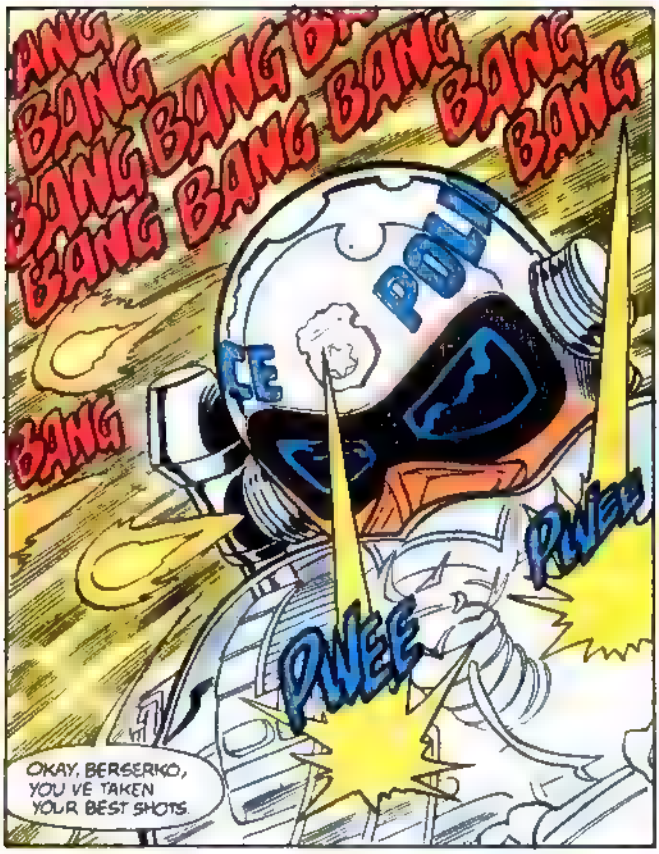
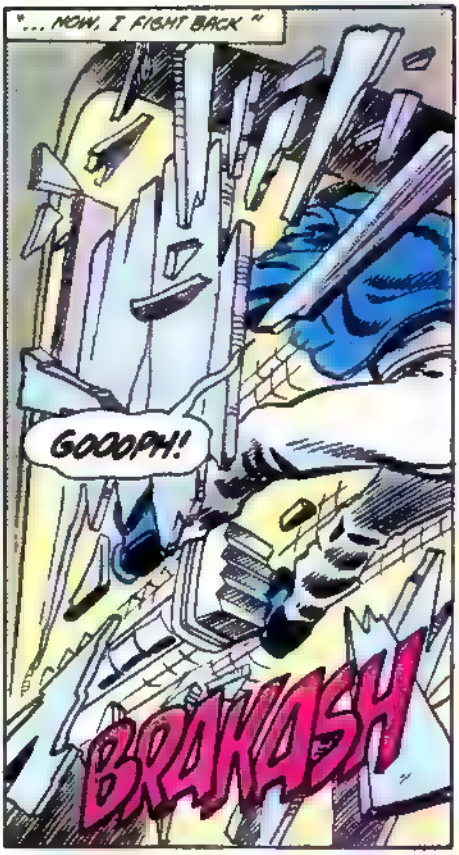
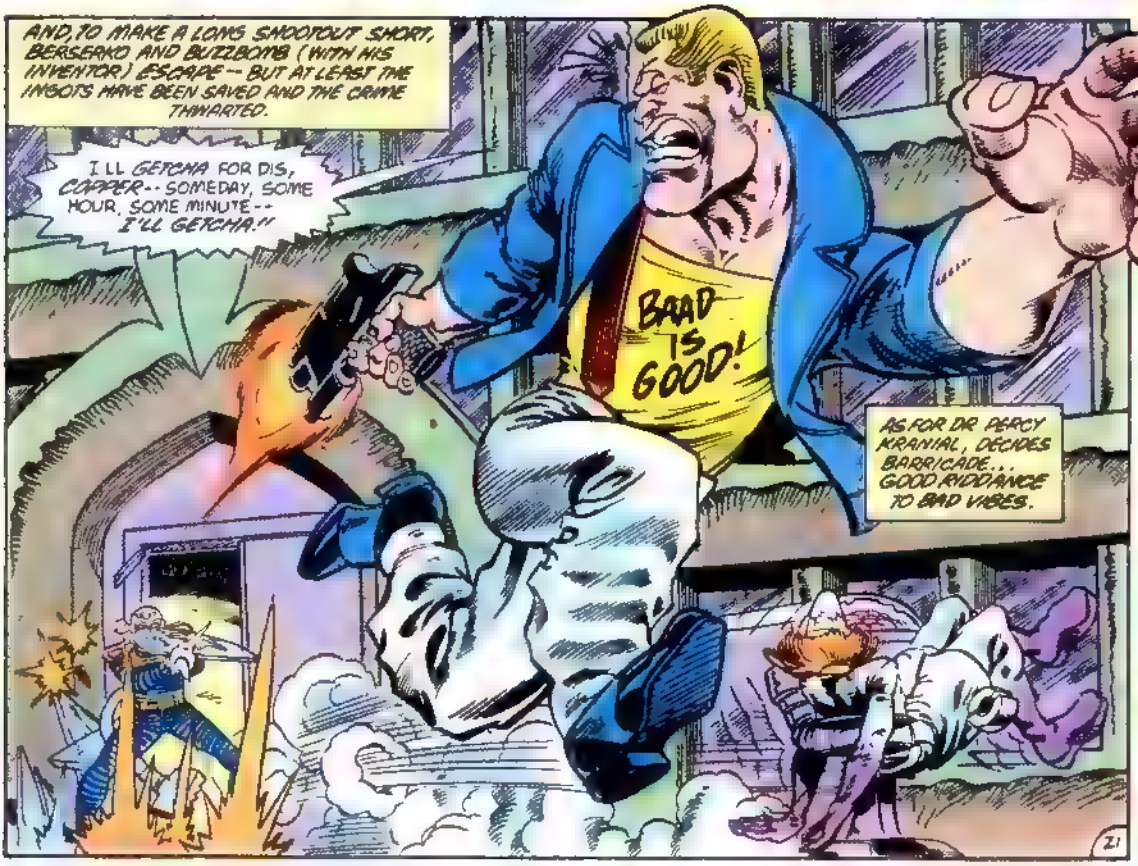

BANG
BANG BANG BANG BANG
BANG BANG BANG
BANG
PWEE
PWEE
OKAY, BERSERKO, YOU'VE TAKEN YOUR BEST SHOTS.


"... NOW, I FIGHT BACK."
GOOOPH!
BRAKASH


AND, TO MAKE A LONG SHOOTOUT SHORT, BERSERKO AND BUZZBOMB (WITH HIS INVENTOR) ESCAPE -- BUT AT LEAST THE INGOTS HAVE BEEN SAVED AND THE CRIME THWARTED.
I'LL GETCHA FOR DIS, COPPER -- SOMEDAY, SOME HOUR, SOME MINUTE -- I'LL GETCHA!!
BAAD IS GOOD!
AS FOR DR. PERCY KRANIAL, DECADES BARRICADE... GOOD RIDDANCE TO BAD VIBES.
21

SATURDAY MORNING.
MAKE ME A CHILL BRAINED GOODY TWO-SHOES, WILL THEY? SNEAKY PEEPS! JUST WAIT TILL BIG BOSS HEARS MY FOOLPROOF SCHEMES FOR REVENGE!
BIG BOSS, YOU CAN STOP WORRYING ... I'M BACK AND I'M READY TO THRILL WITH ALL BRAND NEW CRIMINAL IDEAS THAT HAVE THAT UNIQUE BADVIBES TOUCH.
AHEM
MY NEPHEW, BARNSWORD HERE, MAY NOT BE EXACTLY PHOSPHORESCENT, GOLDFISH-BRAIN--
-- BUT HE DOES POSSESS A CERTAIN ANIMAL INSTINCT, WHICH I HAVE DECIDED FINALLY BEARS MEANING
WHAT?
NOW GET OUTTA MY SANCTUM, CREEP, AND NEVER DARKEN ITS DOORWAY WITH YOUR BANISHMENT AGAIN!!
YEEPS!
DESK FIVE.
YOU WANNA DROWN IN HOT LAVA?!
D-DO I, WH-WHAT?
OUT!!!
NOW!!!
NYAH-NYAH!
DEET! RAGE IT, BOSS VEET!
ZEET! INASMUCH AS YOUR INNERMOST THOUGHTS LIE SO CRUELLY EXPOSED, NEITHER SIDE TRUSTS YOUR MOTIVES ZEET!
SO MAYBE I SHOULD ADD A LITTLE GRAY AREA TO MY SOUL?
NEET! GOOD OR BAD, BOSS, YOUR VIBES ARE JUST TOO SMALL, SO IT COULDN'T HURT TO JOIN THE CROWD ZEET?
NEXT
BARRICADING THE MAIN!
22

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L-3614

Dear COPS:

I really like your book and I like your program, too, and I like Longarm, too.

Russell Johnson
Fresno, CA

Thanks for the drawings, Russell. They were very cool and we all enjoyed them. Russell's six and he played the Professor on "Gilligan's Island" (just kidding on that last part). Now, a visit to "The Twilight Zone"

* * * * *

Dear COPS,

Have you guys been thinking about having a lettercol title? Are you going to have one? How about calling it "The 647th Precinct"? I'm sure I'm not the only person asking about the lettercol title. Am I? See ya

Belmont Magill III
Vine Grove, KY

P.S. The drawings in issue #7 are superb.

* * * * *

Dear 647th Precinct,

I just finished reading issue #7 and I was very impressed! There's nothing more exciting than seeing COPS fighting cops! That gets my blood pumping!

COPS had my undivided attention since day one.

One question, though: can we see more of Bowser and Blitz?

Keep up the great work!

Randi Darklord
1312 Wickstead Road
Manchester, MO 63011

Did you and Belmont plan this, Randi? You might have to wait for the "COPS Swimsuit Issue" to see more of Bowser and Blitz, but you never know.

* * * * *

Dear COPS,

I can't believe it. This is one of the best comic books I've read. But I have a few questions:

1) In issue #7 Longarm mentioned a cop "he wasn't sure of, so he played it conservative." Who is this? And is he/she going to be a COP?

2) I remember watching an episode of COPS and seeing a COP named Apes who wore equipment much like an ape—much longer arms and legs—and a crook who laughed a lot (I believe his name was Hyena), as well as a COP named Powderpuff or Dustpowder or something, who seemed to be an explosives or bomb expert. Are these all COPS and Crooks to be?

3) Last, but not least, will there be any more of Big Boss's henchmen or more COPS besides the ones already put into action? It would be interesting to have a "variety," but don't make an entire country full of officers and crooks, like G.I. Joe. G.I. Joe is an example you should carefully avoid. But so far you are doing astoundingly terrific. Stick with it, you're doing great!

Kash Hefley
Route 6, Box 207
Broken Arrow, OK 74014

1) Doug isn't telling, so we don't know. 2) some are, yes, but some of the characters are created just for the comic book and for the show. 3) yes, there'll be more COPS and Crooks. Of course. COPS is a hit!

* * * * *

Dear COPS,

Having just finished reading COPS #7, I had to write and tell you how much I've been enjoying this title. Unlike other TV/toy tie-ins (that will remain nameless), you've managed to carry the characters over into the pages of your comic book without any serious alterations of appearance, personality, or speech patterns. Berserko is just as insipid in one format as the other, Bulletproof as admirable, etc. For that I'd like to thank you. Few things are more annoying than writers who rewrite your favorite characters into something less than they are.

Back to #7. Great artwork, guys! That last picture on the lettercol page was particularly nice—next month's cover? A Rogue Cop is an interesting twist. I can't help hoping he'll escape to plague Empire City a bit more in the future. It's good to see a bad guy besides Big Boss. Actually, I think this plot is a lot better than many of the cartoons.

And since COPS is a TV tie-in, it's inevitable that more characters be introduced. A word of advice, guys. Actually, a few words.

1) Introduce new characters slowly. Don't dump a whole new line-up of COPS and Robbers into the pages and throw them into the thick of the action. It's unrealistic and confusing, not to mention crowded.

2) Don't forget or phase-out of the first generation of characters. The characters we see first are usually the ones we watchers/readers become the most attached to and relate best to. While new faces aren't unwelcome, old ones are better loved.

3) Don't get caught up on one or two characters. And please, please, PLEASE don't go and kill off anyone. It seems when writers get blocked they either revamp uniforms or depopulate the cast.

Well, I don't mean to preach, but I like COPS a lot. I think it's a great comic book and the best TV tie-in around. I'd like to see it continue for a long, long time.

Good luck!

Sterling O'Malley
12 Ute Place
Rockaway, NJ 07866

P.S. Can you possibly guess who my favorite COP is?

Concerning your concerns: 1) We like introducing characters slowly so you can get to know them, as opposed to just having them around. 2) How could we forget anybody, but does that include those characters you love to hate? 3) No deaths on the schedule, but what about when the storyline calls for it? Death is a part of life, after all, and the artists revamp costumes; writers re-vamp powers, right? Your fave COP? Mainframe? Sundown? Blitz?

* * * * *

Mr. Helfer,

I realize I'm a little behind schedule (what is it they say about "not enough hours in a day"?), but I still wanted to write you and let you know what I thought about the last couple of issues, or so, of COPS. So, without further ado...

Mainframe is really coming into her own. Not only is she cute, but also I appreciate her wide range of emotions. In issue #5 we saw her sympathy for Bowser manifest itself in the tears on her face. Then, in issue #6 she became the no-nonsense police officer who proved she can do as outstanding a job as those others who have been in the business far longer. It is too bad there aren't more women in the COPS line-up; I always thought the distaff sex had a better handle on things, generally, than most men. Ever wonder why their insurance premiums are lower? Anyway, thanks for the spotlight on Mainframe. She has earned *my* respect (and Highway's, too, I'm sure).

I have finally begun to realize that this feature came out of a Hasbro line of toys and a television cartoon show (not unlike so many other features). Did you know that I didn't learn this until about issue #3 or #4? But, Andrew, *that* is what makes this comic so enjoyable. Granted, there *is* a lot of humor and

some of the characters (especially the bad guys) do sport some rather silly names (Turbo Tu-Tone, indeed); but, unlike other series of this ilk, I do not feel that my intelligence is being insulted. Oh, perhaps young people are the mainstay of the title; that's okay. This oldster (32 tomorrow, by the way) doesn't mind one bit. As long as the quality stays as good as it presently is, I will continue to read and enjoy COPS. Besides, I know of another adult (hi, Randi) who enjoys this book as well. So, gee, I guess you are doing something right. Keep up the good work.

So, until Highway and Mainframe *do* actually tie the proverbial knot, MAKE MINE DC (or something like that)! See ya in 30 (or thereabouts...).

—Roger D. Case
1199 Waterfront Drive #202
Virginia Beach, VA 23451

About the "distaff" question: when it comes down to who handles things better, it depends on the individual rather than the sexes.

* * * * *

Dear Law Enforcers,

"Rogue Cop" did bring up a point not stressed every day. We all beef about how crummy our justice system is. Some of us decide to take matters into our own hands, like Bernhard Goetz. Others want tougher laws. Then, there're our own police officers. How many Paxton Derns are walking the beat nowadays? How many police officers commit brutality in the name of justice?

But there's another person who may well fit this mold: the super-hero. I remember what Batman said at the end of "Just Deserts": "People can't set themselves above the law. That way leads to anarchy. Even though you and I skirt along the edges of it, we still operate within the legal system. That's the way it has to be. *Even though more than a small part of me sometimes wishes it could be otherwise.*" (Emphasis mine.)

So, Batman at times wishes he could really let crooks have it; however, he'd be no better than the Joker, as "The Killing Joke" showed very well. Green Lantern has wondered if he's doing the right thing. There are many superheroes who seem to be almost over the edge; one push will send them over.

Anyway, my favorite COPS are Mainframe and Longarm and my favorite Crooks are Berserko and Rock Krusher.

You've got a very good series going here. It seems to be breaking the toy store mentality that has marred the success of G.I. Joe and The Transformers. It seems to have an "Untouchables" feel to it, with a dash of "Police Story," "Police Squad!" and "Car 54, Where Are You?" and a twist of "S.W.A.T." COPS beats "Miami Vice" by a landslide in my book.

I suggest that this book be more adventurous. Let's see hostage situations. Let's see innocent bystanders get shot and/or killed. I'm not saying "Let's go back to the pre-Code days." If we did, COPS would be a mature readers book, like GREEN ARROW.

Keep up the good work, Case Closed.

Peter Guerin
417 Cherry Avenue
West Sayville, NY 11796

Some deep questions, Peter. How much hurt had been inflicted by people who thought they were doing the right thing? Most all. But we think the majority of police officers do have an equality of justice in mind, and as the "Rogue Cop" story illustrated, that force is only necessary when there is no other alternative, never to just harm and always tempered with reason and caring. And you're not going to find too many fairer justice systems. It has its flaws, but you can work within the system to change it, too.

* * * * *

We have just enough room for these shorties:

To address the comments of Lynn Tucker of Las Vegas, NV: 1) We are trying to show more about the individual characters as we did with Blitz and Bowser in #5, Mace in this issue, and Barricade in a future issue. We even have a focus on one of the Big Boss's gang coming up; 2) The COPS went against someone other than Big Boss in the Rogue Cop saga, but as for other criminal masterminds, Big Boss has it sewn up pretty tightly—unless Ms. Demeanor gets her way, that is; 3) Yes, we'll see Mirage very soon (the other Mirage was supposed to be Nightshade); 4) There may be COPS in other cities, but Empire City, like Gotham and Metropolis, is big enough for now; 5) How big is Big Boss? He's sooo big that he gets his suits made from the same guy who makes the Big Top for Barnum and Bailey (rimshot)... But seriously, we think Buttons McBoomBoom (despite his name) and Dr. Badvibes are pretty competent, crook-wise; 6) True, the COPS aren't perfect, but they are the heroes. Look at how many of them were defeated by the Rogue Cop, though! Thanks for clearing things up for us, cybernetics-wise. We'll try to be more careful, but I'm sure you agree that there is some kind of special "rapport" between Bowzer and Blitz that another team wouldn't have.

Curt T. Howard of Westwood, NJ, whose favorite character is Bulletproof, wrote in and said, "I love the TV show and the comic book COPS. I think they're the best super-hero team since THE NEW TEEN TITANS and the OUTSIDERS." How about the JLI? (Unabashed plug.)

Thanks to Andrew Nellis, who said that COPS "impressed me no end" and he found himself "moved to write." He said "issue #5 was absolutely incredible." Who are we to disagree with the President of the Downtown Gamers' Club (7 Willow Street, Ottawa, Ontario, Canada K1R 6V5)?

NEXT ISSUE: Barricade has to bash his way out of a Big Boss stronghold. It just might be too much for him and the other COPS aren't around to help. They're fighting crime and it's about time. They're a thicket of small trees or shrubbery! (Whoops, that's "copse.") They're COPS!

—KEVIN DOOLEY

CAN YOU SOLVE LUCKY'S CHARM CHALLENGE?

Lucky needs help finding six marshmallow charms hidden somewhere in the picture. Find the shapes, then match them up with the colors below! (But the clover on Lucky's hat doesn't count!)

Pink _____ Orange _____

Yellow _____ Green _____

Blue _____ Purple _____

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